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SUPER PLAY

ISSUE 34

AUGUST 1995

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Judge Dredd
Ogre Battle
Justice League
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THE guide to future releases

SCOOP!
Nintendo's Super FX secret...

YOSHI'S ISLAND

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JUNGLE STRIKE

LIVE FROM HELL CITY • P24
Revenge of the Japanese arcade UFO catchers!

ANIME WORLD • P20
Yucky, drippy, smelly monster-ridden horror!

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SUPER PLAY

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Editorial & Advertising Offices:
Super Play, Future Publishing Ltd,
30 Monmouth Street, Bath BA1 2BW.
Tel: (01225) 442244 Fax: (01225) 446019

"EDS"
Editor: Alison Harper
Art Editor: Ollie Alderton
Features Editor: Tony Mott
Designer: Wil Overton

"ADS"
Advertising Manager: Louise Woods
lwoods@futurenet.co.uk
Group Ad Manager: Mary De Sausmarez
Business Development Manager: Graham Clarke
Sales Executive: Lydia Milsom
Product Manager: Tamara Ward
Advertising Production: Tracy O'Donnell
Advertising Design: Claire Russell

"ODDS"
Publisher: Colin Campbell
Circulation Manager: Jon Bickley
Managing Director: Greg Ingham
Chairman: Nick Alexander

"BODS"

Editorial
Zy Nicholson
Peter J Evans
Richard "Pies" Pelley
James Binns
Andy Dyer
Jonathan Davies
Danny Wallace
Jonathan Nash

Cover Artwork
Wil Overton

Photography
Er, nobody

Lino & Scanning
Mark Gover
Brian Hook
Jon Moore
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THE SUPER PLAY EDITORIAL

from the BIG CHAIR

Our full contents listing starts just over the page

As summer attempts to blaze into our homes across these sunny isles, the world of Nintendo waits for no-one. As we worked our fingers to the bone, typing and telephoning like our lives depended on it, we discovered something quite astounding, something which has only come to light over the last fortnight...

Did you notice the cover? Did you notice those two magical words upon it? No, not *Super Play*, dunce. But, *Yoshi's Island*. *Yoshi's Island* is Miyamoto's latest game on the Super NES and word has it that it has been finished for over a year, but has been held back by Nintendo of Japan to avoid putting *Donkey Kong Country* in the shade.

Donkey Kong flew off the shelves in the West, mainly because of its Advanced Computer Modelling techniques. *Yoshi's Island*, as you will see, has a completely different style of graphics. But, if it's anything like its predecessors in the *Mario* series, its gameplay is bound to knock the socks off the likes of *Donkey Kong Country*. And you probably know it already, but here at *Super Play*, gameplay comes first. Just turn the page, to read our exclusive news on the best-kept secret of this year – the new Mario game.

We've also got a complete round-up of the games that software houses worldwide have lined up for you over the next few months. As you'll see when you get to page 10, there's a wealth of gameplay opportunities in store for you. So, don't listen to what other games mags have to say about the future of the SNES, just browse through our feature and decide for yourself if this many games means that the SNES is on its way out! We don't think so.

Elsewhere in the mag, we've got in-depth features, reviews, exclusive interviews and complete playguides. In short, everything you've come to expect from your favourite Nintendo mag.

Alison Harper
Editor

INDEPENDENT SUPER NINTENDO MAGAZINE

SUPER PLAY

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ABC: 37,747*
37,747 readers per month can't be wrong!

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GO! GO! CHEW-Z

This issue we welcome a new review layout and with it our at-a-glance measure of all that's good and bad in video games – Chew-Z. He'll be there to tell you instantly whether the game under scrutiny is worthy of your attention. A sort of visual Good, Bad or Ugly if you like.

GREAT!
If you see this version of Chew-Z then the game is a definite hit!

NOT BAD
Sure, it's not an amazing game, but you'll still get a lot out of it.

POOR
It still may be alright if you really like that type of game, but be wary.

BLUB!
By no means waste your money on a game that gets the blub rating!

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SUPER

SUPER PLAY SCOOP!

YOSHI'S ISL

It's the biggest news of the year – bigger even than last month's *Killer Instinct* shock! Nintendo have unveiled the latest Mario game. Welcome to *Yoshi's Island*. Enjoy your stay!

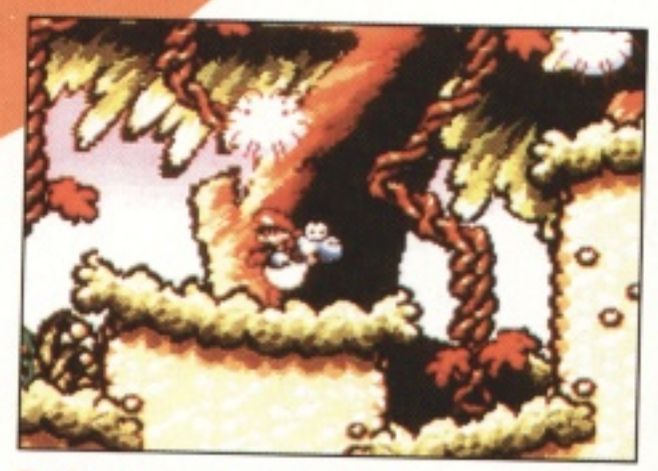
Shigero Miyamoto's latest SNES game, a platform game utilising the Super FX chip, will be released in Japan on 8th August.

Super Play's exclusive source has revealed that *Yoshi's Island* was actually finished some time last year, and that 'it will do for the SNES what *Super Mario Bros 3* did for the NES.' And that's some claim, considering that *Super Mario Brothers 3* is the biggest-selling videogame of all time, having generated over $500m in cart sales in the US alone.

The game will be the first Super FX cartridge to use the Argonaut-developed RISC technology to assist with generating 2D sprites and backgrounds rather than the polygon environments all SFX games have so far assumed.

Set over six stages, each with eight levels (but with tons more hidden levels, naturally), the game is laid out in a fashion similar to the original *Super Mario Bros*, with a very linear path through the game. Each level can, however, be revisited after completion in order to achieve a perfect score of 100. This score depends on your performance in the level (obviously) and points are allotted under three headings: Star (which covers how much time you took to finish the level), Coin (for how many hidden coins you found) and Flower (to cover the collection of hidden red flowers). There'll no doubt be the same kind of attention given to achieving a perfect score on each and every level as there was to

Here's the map of the first level, with each individual section marked by an icon thingy. The two represented by question marks are secret areas.



The floaty enemy bloke up there is known as Wata Bo, and he has the ability to blind poor ickle Yoshi. Not nice.

AND PARADISE

The graphical style of *Yoshi's Island* is one that's not been seen before. Nintendo just keep on going in any direction they fancy. And we approve.

finding all 96 worlds in the original *Super Mario World*.

Although the game is very much a part of the *Super Mario* series, its background is built up from the time when Mario was born. And it goes like this: A stork carrying Mario and Luigi was flying to the Mushroom Kingdom to deliver the aspiring plumbers to their parents. The bird was in a hurry because it had a guaranteed delivery deadline before dawn (which probably cost extra, knowing mail services), but in its haste fell foul of Kemecu, a wizard henchman to King Koopa. Luigi was kidnapped but the Mario child fell into the

Quick! Make sure you collect little Mario before the timer reaches 20!

sea, where a passing Yoshi gathered him up, vowing to rescue his brother and return them both home to safety.

It's very much Yoshi's game, then, with the young Mario (replete with outsized hat and baggy dungarees) perched astride the green one for the sake of identifiability only. If you get hit by a bad guy, Mario gets thrown from his mount and Yoshi has to collect up the little scamp before he gets kidnapped by nearby nasties.

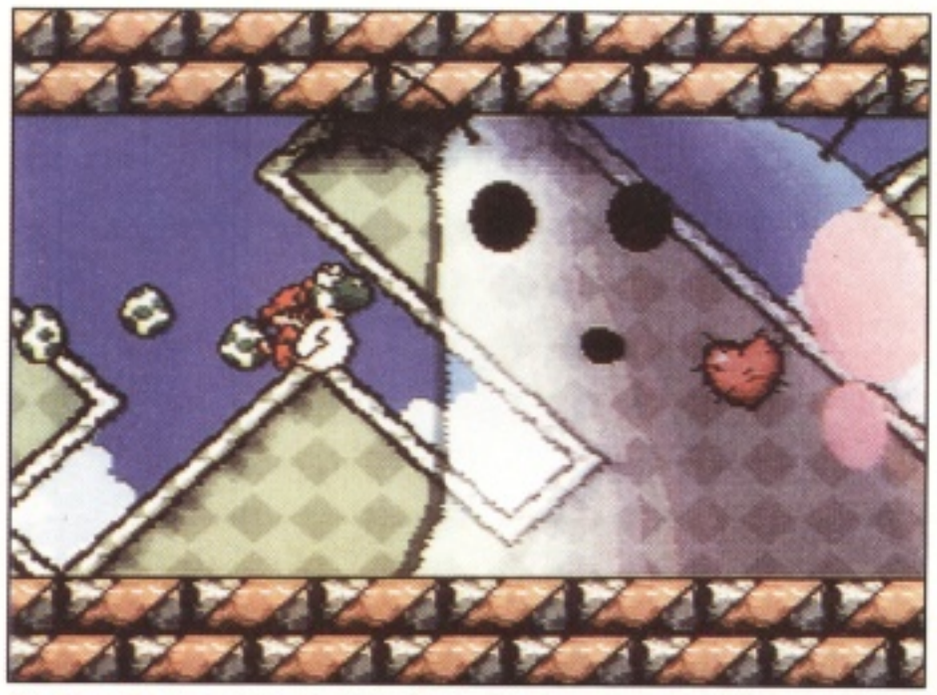
Yoshi's chief attack is his ability to throw eggs and these behave in a similar way to the familiar fireflower projectiles from previous games. One strange ability of the green one is that he can collect certain items to change his form completely. So far we've seen him as a helicopter (!) and the game holds various other forms of transport – something that's weirdly reminiscent of Software Creations' magnificent *Plok*! Being a Nintendo production, the game also has many subgames to supplement its platforminess. When you reach a goal you hand your baby to a differently coloured Yoshi character who picks up the trail for the next stage. Here, if you manage to stop the goal roulette on a flower icon you can enter one of six types of Bonus Challenge. One variety, called the Scratch Game, is typical of the sort previously seen in the Mario series and plays as a simple match-the-cards affair. Bonus lives are, of course, the name of the game here.

'It will do for the SNES what Super Mario Bros 3 did for the NES'

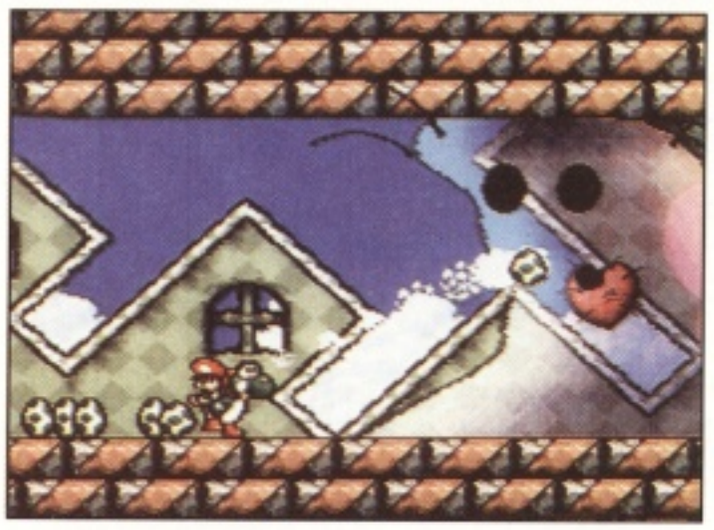
There are keys to collect throughout some of the levels and they're put to use on locked doors which lead to what the game calls Mini Battle Games –

Yes, Yoshi's turned into a helicopter. And we thought it was just PC Kid who was weird.

something else that harks back to earlier games in the series.



The Super FX chip assists with bosses like this ghost fellow, with his ripply edges and sheer size.

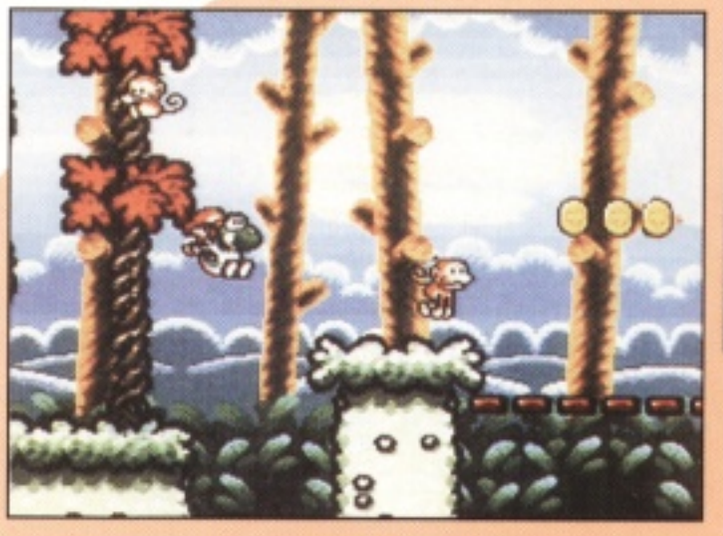


In the looks stakes, *Yoshi's Island* is a weird fish. The backdrops have a deliberately hand-coloured look to them – almost as if they've been sloppily coloured-in with jumbo felt-tip markers. The sprites are where the Super FX assistance comes into its own, with near screen-high nasties taking on a wobbly, floaty appearance with absolutely no slowdown. It's not just bosses where the technique is used: even lesser types, such as the fierce, toothy beast on a chain (who

TURN OVER TO UNCOVER MORE OF YOSHI'S ISLAND'S SECRETS

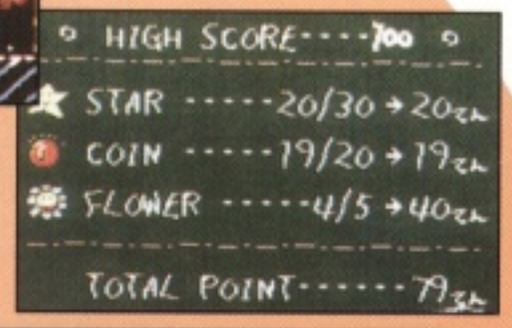
first appeared in *SMB3* and later in *Zelda: Link's Awakening*), are flippin' huge. The game also has many other SFX2-generated tricks up its sleeve, but Nintendo are keeping them a closely guarded secret for the time being.

It's not presently known when exactly the game will be released in the West, though an October release in the States has been hinted at. It may yet get held back until '96 for fear of it putting the ACM biggies *Killer Instinct* and *DKC2* in the shade during the oh-so-important run up to Christmas.

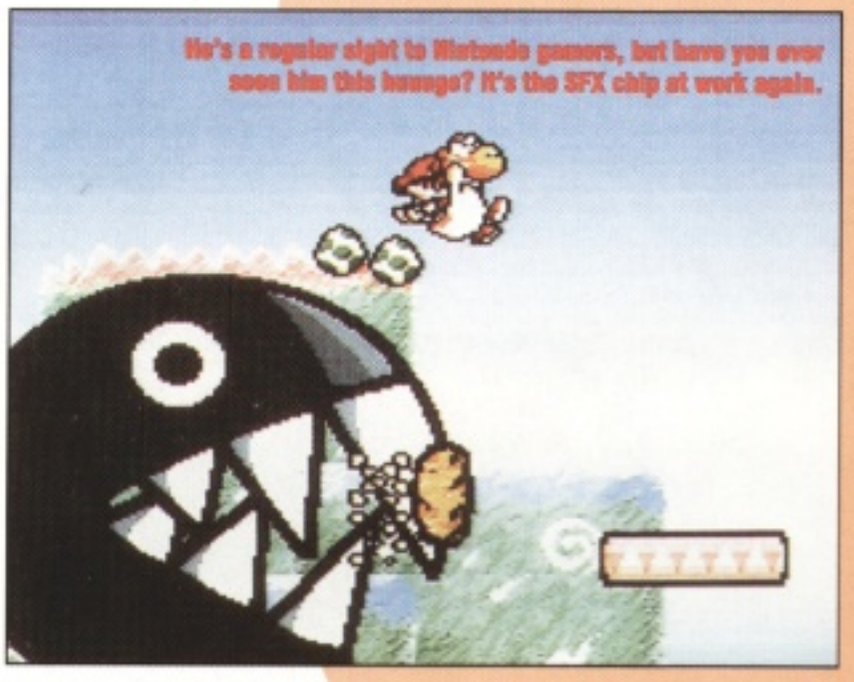


In Japanese this chap's known simply as Osaru-san. It's a direct translation of 'monkey'. Which makes perfect sense.

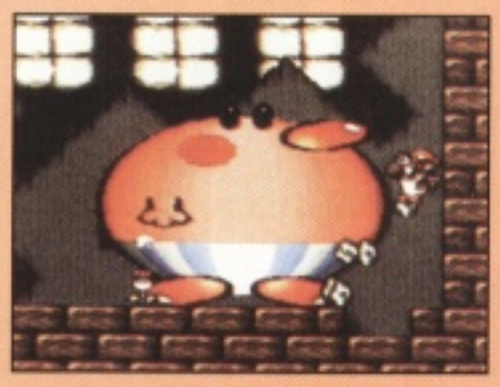
When you reach the goal on each level it's time to hand over to the next Yoshi.



Here's where your score is totted up. And we're short on everything. Doh!



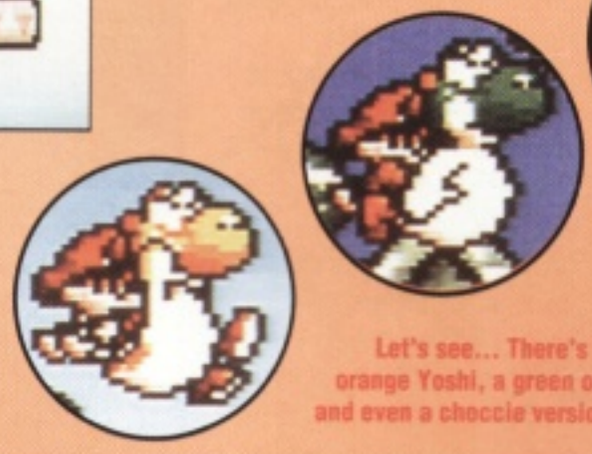
He's a regular sight to Nintendo gamers, but have you ever seen him this huuuge? It's the SFX chip at work again.



Hit this rather rotund fellow in the right place and he'll drop his trousers! True!

Nintendo UK have yet to decide anything and it looks like we, at least, won't see it for another six to nine months. It'll be out in Japan on 8 August.

So is this Shigeru Miyamoto's last project on the SNES, bearing in mind his increasing commitments to NU64 projects? We phoned him to ask, but he was out.



Let's see... There's an orange Yoshi, a green one and even a choccie version!

SUPER PLAY COMMENT

This is the best news any SNES owner could have wished to hear. Our contact assures us that the game is just incredible and from what we've seen so far we can't disagree.

If there's something the SNES has lacked over the last two years, it's a game developed by Shigero Miyamoto and his team. We're not talking about a co-productive effort, good though the likes of *Stunt Race FX* and *Starfox* are, but something solely down to one of Nintendo's R&D units.

What may be a disappointment to some is that the game isn't a follow-up to *Super Mario Kart* – something everyone has quite justifiably been crying out for for too long. But with the Super FX chip on hand to provide graphical effects never previously seen, *Yoshi's Island* will prove that there's still life left in the platform game genre yet. Imagination is the most important ingredient and Miyamoto's team have put bags of that into the game.

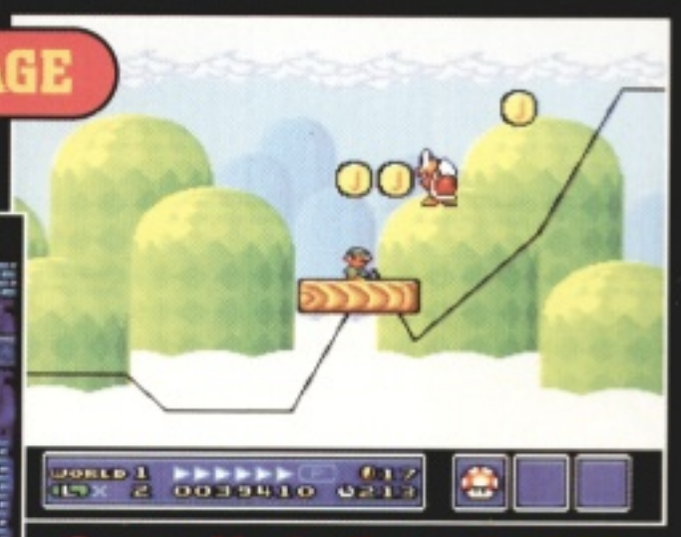
What's most interesting, of course, is that the game was finished some time ago – how many other SNES projects do NCL have hidden away in their vaults, just ready to spring upon us from out of the blue? Rather unbelievably, NOA didn't even make mention of the game at the E3 in LA, and only put the game on their official future release schedule when it was announced to the public in Japan, proving that the level of secrecy at NCL is higher than it's ever been (these guys don't even talk to their colleagues over the water). We've got our fingers crossed for more exciting revelations throughout '96.

A PRESTIGIOUS HERITAGE

The Mario games form the most respected series in the history of gaming. *Yoshi's Island* follows these:

Super Mario Bros. 1985

This followed *Mario Brothers* in the arcades and the accurate NES conversion ensured Nintendo huge sales of the console.



Super Mario Bros. 3 1988

To many platform game fans this is the best example ever. This and *World* are the ones *Yoshi's* has to beat.

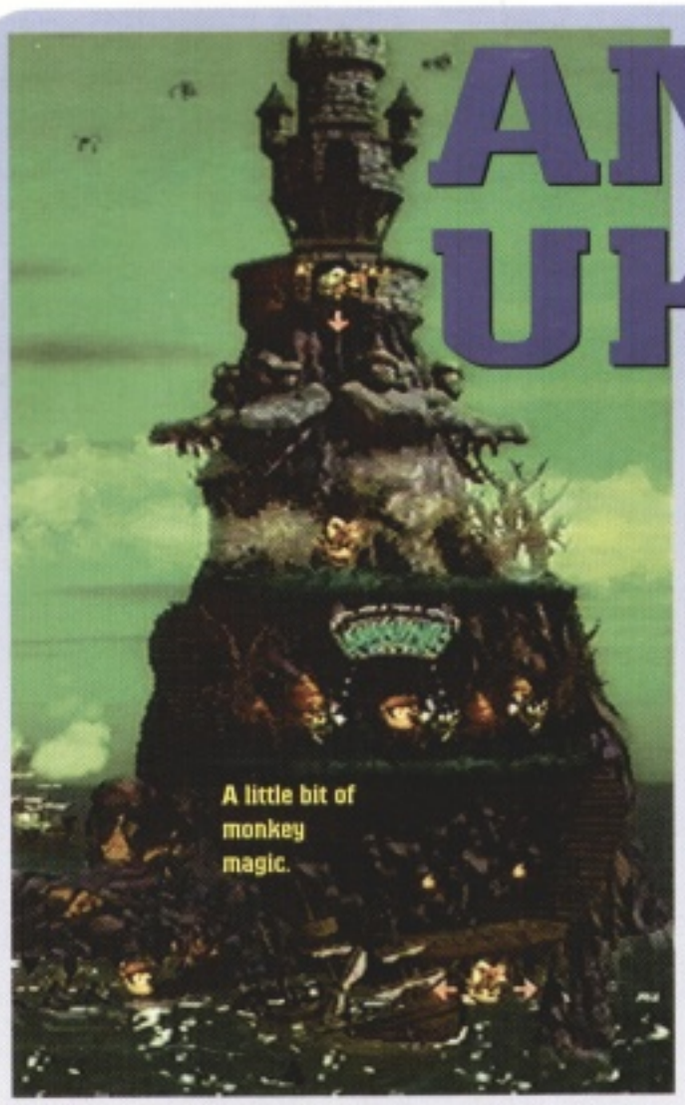
Super Mario Bros 2 (Super Mario Bros. USA) 1988

Not strictly a Mario game at its inception, this, having in fact starting its life as *Doki Doki Panic*. Not a bad little game, though.

Super Mario Bros. 4 (Super Mario World) 1990

The game that sold a million or so Super Famicoms. It was a firm indicator that a new era of gaming had arrived.

AND IN THE UK CORNER...


A little bit of monkey magic.

Donkey Kong Country
Nintendo ● 32Mbit

The game set to go head-to-head with *Yoshi's Island* later in the year is another of Nintendo's games, of course – *Diddy Kong's Quest*, developed right here in Blighty by the Nintendo part-owned Rare.

After last month's brief look at the game we can bring you more shots of what's shaping up to be the best-looking SNES game yet.

Rare's ACM routines appear to have been polished to pearly-whiteness. The rippling water effect used on the intro pic to The Gloomy Gulch looks almost realistic enough to dip your hands in. And the water inside the ship in the game proper is pretty damn fab, too, come to think of it, with a weird sort of 3D effect on its surface as you pass through it. Oh yeah, and what about the honeycomb levels, where there's a transfixing golden-hued layer of honey groaning slowly downwards, as if it were actually behind the TV screen itself. Cor!

But what of gameplay?

From what we've seen so far, the game makes much more of the fact that you're in control of two characters (Diddy and Dixie Kong) than the original *Donkey Kong Country* did. Dixie's ability to hurl her, erm, boyfriend into the air makes it possible to reach otherwise inaccessible parts of a level, often with the reward of a bonus room beyond that. So team-play appears to be of the essence. Now, you actually will give a damn when you're stripped down to your lonesome. Probably.

Other than that apparent angle, little else appears to have changed. The bog-standard jungly platform world from early in the game certainly asks little more of you than the equivalents in the original. Hey, there's even the familiar way in which you head to a platform's edge and can't quite see where you're jumping or falling until the very last millisecond. Familiarity breeds comfort, perhaps.

So all the big games of the year have been laid out already. The Christmas UK big-sellers (if you'll allow us to look forward to as far as Yuletide) are shaping up to be this game, *Killer Instinct* and *International Superstar Soccer Deluxe*. In the case of Japan and the States, where *Yoshi's Island* will be on general release this year, it'll be interesting to see whether it or *DKQ* takes the lion's share of platform game sales. One will major on classic Miyamoto playability, the other classic Rare graphics. Hmmm.

Oho, that snake on the side of the box must mean there's a snake in there – and – spook!– there is.

This is the delicious Greek Mountain Honey effect that we drooled over earlier.

Dixie chucks diddy with her ponytail.

You can't see it here, but her ponytail is beautifully animated!

Splice the mainbrace. Land ahoy! Shiver me timbers! (© Old seadog captions inc.)

STRANGE EGGY SMELLS

Perhaps the most telling indicator of *DKQ*'s likeness to its parent is this vulture boss. When you face up to him he'll fly up to his nest, grab an egg and fling it at you. Dodge it, wait for it to come to rest then simply pick it up and chuck it back his way. (Hey – playing tips before the game's even out. Not bad.) Does this look much different to something you've seen before? It does not. But early days and all that – we'll hold back judg... etc.

First, dodge the egg...

Second, when it lays still, scoop it up...

And then lob it back at the evil vulture.

FULL 1996 RUNDOWN

Last month Super Play brought you the first news of the E3 Entertainment Expo show direct from Los Angeles, and now we can fill you in on absolutely every new SNES game confirmed at the event. Third party licensees' stands – especially those of the likes of Acclaim and Hudson Soft – were full to near toppling point with new products, proving that it's not only yer *Killer Instincts* and *Donkey Kong Country 2s* that'll be vying to slide themselves into your SNES this year.

There are, of course, many more UK and European-developed games on their way, and we'll be rounding them up in the next issue.

Acclaim Entertainment

Batman Forever, *Cutthroat Island* and *Foreman For Real* are covered elsewhere this ish, but Acclaim also has a veritable banquet of titles not yet confirmed for UK release. The two biggest are **Venom/Spiderman Separation Anxiety** (a follow-up to last year's *Maximum Carnage*), and coin-op conversion **Revolution X**, which allows Super Scope, joypad or mouse control as your preferred method of taking out the bad guys.

Revolution X. Indeed.

Sport games come in the form of **Frank Thomas' Big Hurt Baseball** and **NFL Quarterback Club '96**. Oh, and if you're one of the few who consider wrestling to actually be a sport, **WWF Wrestlemania** (based on the coin-op) also qualifies.

Acclaim have acquired the rights to distribute Sunsoft's cartoon licences in the States. **Looney Tunes Basketball**, a sports title featuring Daffy, Bugs, etc.; **Porky Pig's Haunted Holiday**, a platform/adventure game; and **Speedy Gonzalez 'Los Gatos Bandidos'**, a straight platformer.

P-p-p-Porky Pig's Haunted Holiday should endear itself to Looney Tunes fans.

Activision

World-weary Activision (they've been around since 1979, you know) have only **Battletech** in production. A pseudo-sequel to *Mechwarrior*, it's an isometric 3D thingy that looks not bad at all.

American Sammy Corp.

If fishing's what you want, look out for **Jimmy Houston's Bass Tournament USA**.

American Softworks Corporation

TNN BASS Tournament '96. Ditto.

Bandai

Bandai being Bandai (ie the company that wrestles to keep track of the scarily sizeable pile of cash from the Power Rangers phenomenon) are, as expected, further exploiting their high-kicking spandex fetishists on the SNES. **Mighty Morphin' Power Rangers 'The Fighting Edition'** is, quite apart from being a mouthful to deliver down at your local cart vendor, a head-to-head beat-'em-up. Expect rubbery bad guys galore, only limited gameplay and doubtless lots of painfully-restricted lycra-clad gussets, too.

Fighting. Here. In this edition. Oh yes.

Mighty Morphin' Power Rangers 'The Movie' is its sister title, and is more likely to be a scrolling beat-'em-up. Will it be the biggest turkey since Bernard Matthews' experimental ostrich/chicken hybrid saw the light of day? Potentially, yes.

Capcom

Capcom's own-developed C-4 graphics assistance chip will be getting another airing in their **Megaman X3**, which is expected to bear yet more of the series' firmly-established gameplay. So it'll be no *Super Metroid*, but a solid platform blaster nonetheless.

After passing on releasing their own original last year (opting instead to pass it to Square, who in turn sold a pile), Capcom have decided to release **Breath Of Fire II** themselves. Fantasy Quest devotees already know about this one. Everyone else: it's an RPG. You know – those things with hit points, lots of numbers and character names like Xawq the Slightly Overweight.

And still *more* fishing. But this time in an RPG. So that's OK by us.

Very obviously in the grip of sequel season, Capsule Computers also have **X-Men 2** coming up. And, *yes*, it's looking very similar to the original.

Disney Interactive

Disney's next big animated adventure is **Pocahontas**, and the company's videogame's arm will be releasing it themselves (previously, their films have been handled as games almost exclusively by Virgin). It's going to have cracking graphics, if perhaps little else, this one.

More gorgeous visuals abound in **Toy Story** and **Gargoyles** – with Disney's own animation studios providing the visuals, what else would you expect?

Electro Brain Corp

Dirt Trax FX is finally nearing completion, having been cleaned up considerably since our look at it back in issue 25. It now includes character cameos during races, and its SFX2-generated 3D routines have been noticeably streamlined.

Dirty Traxxing courtesy of the SFX2 chip. Bring it to the UK!

Electronic Arts

More sporty sequels are due from EA, with **Madden NFL '96, NBA Live '96** and **NHL '96** currently in the works. Snooze.

Enix

Sadly, Enix have only two games confirmed for '95. **King Arthur and the Knights of Justice** is an action RPG based around the American cartoon series of big swords and even bigger armoured codpieces. Allowing you to create a party of three adventurers, it's a 20 meg affair with 'state-of-the-art graphics and music'. Despite its dodgy background (a group of American footballers get thrown back into time and become, well, the Knights of Justice), we're quite looking forward to it.

7th Saga II is another sequel which looks alarmingly similar to its predecessor.

Hi Tech Entertainment

Casper, Steven Spielberg's computer graphics-sodden interpretation of the so-called 'friendly ghost', is squeezing SNESwards via the people behind such gems as **Barbie Vacation Adventure**. Which doesn't bode well, obviously. The potential for Eric Idle's likeness in a SNES game is interesting, though. Actually, is it? No, of course not.

NFL Team Heroes continues a strawberry-bootlace-length line of American football translations to the SNES, and it's safe to say that – like those before it – it won't better the *Madden* series.

Finally Hi-Tech have **Tom vs. Jerry: The Chase is On!**, a sort of follow-up to their original *T&J* outing (a shoddy platformer) from way back in 1993. It's a cartoon licence, and that equals platform game in our book. And that, in turn, equals something else, too. And it's not optimism.

I•Motion/Infogrames

Asterix's porky sidekick, **Obelix**, is to appear in his own game – a platformy beat-'em-up thing – and another French comic strip character, **Spirou** is also getting the treatment. Both look similar in style to the original *Asterix* game.

Obelix fell into a cauldron of magic potion as a baby, according to the tales. Pity it wasn't Slimfast, eh?

We know little about Spirou, although we can say that he looks as unlikely a hero as we've seen.

JVC Musical Industries

More American sport is on the way from JVC via **Emmitt Smith Football**. We suspect that, unless you're perhaps related to Emmitt, it'll be another entirely missable American footy effort.

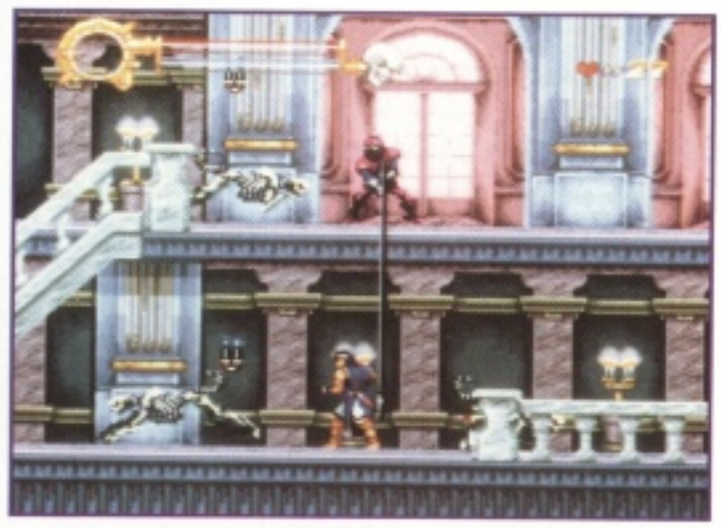
Koei

There's plenty on offer from Koei to keep anoraks the world over happy. **Romance of the Three Kingdoms IV: Wall of Fire**, **Aerobiz Supersonic, PTO II** and **Brandish II** are all on the cards. We'll attempt to talk Zy into reviewing them when they turn up. And he *will*, the gullible fellow.

Konami

Castlevania: Dracula X will be Konami's biggest release on the SNES in '96 and, though it looks a bit clunky speed-wise, it has trademark Konami graphics and music and hopefully will prove a diamond in the dungheap of platform games on the way. Interestingly, its European name – **Vampire's Kiss** – was brought about by possible confusion in Germany, where the original 'X' suffix would imply adult content status. Coo.

Backing it up are two sports games – **NBA Basketball** and **International Superstar Soccer 2**, the latter being readied for a UK release at around Christmas under the name **International Superstar Soccer Deluxe**.



Richter Belmont whips up a frenzy in *Castlevania: Dracula X*. The full story is on page 17. We hope it's of use.

Life Fitness

The company behind such innovations as the pedal-powered game controller have, surprisingly, acquired **Pac-Man** for release on the SNES. Little is known as yet, but we suspect it's going to be just a 'retro wave'-induced pixel-for-pixel conversion of the original. In other words, a pretty pointless exercise. (Why anyone would choose to convert it over *Pac-Land* is a mystery.)

Another surprise is that Life are also about to release **Tetris/Dr. Mario: Match Play**, a two-in-one puzzle compilation cart which did fairly well in Japan a while back.

Mc O' River

The uncomfortably-titled **SD F-1 FP** is the traditionally-quiet Mc O' River's sum total of SNES product coming up. It's something else we're not au fait with, but the name implies super deformed characters in a formula one racing environment. Agreed? Yes.

Mandingo Entertainment

Hits N' Switches is, we believe, a puzzle game. Possibly involving hitting switches. Mmm.

Microprose Software

Civilisation, the game described by just about all of those who've dabbled with it as just about the most absorbing and addictive game of all time (and that's some recommendation), has now been translated for the West. Microprose are still

Hudson Soft

Hudson's line-up was perhaps one of the show's surprises, with a whopping bundle of impressive-looking stuff set to roll in '95. Swat Kats is based on a Hanna Barbera cartoon (yet another US animated series that's made it to the UK) with some topmost, huge sprites.

It's a platform/blaster-type arrangement, with you taking control of the two lead characters, Daredevil T-Bone and Razor. With five levels in total (each with subdivisions), it looks V. V. V. appetising.

Hudson have picked up the licence from the Major League Players Association in America and are putting it to full effect in **The Sporting News Baseball**, a multitap-compatible simulation of the most popular sport in the US. Among the usual options available will be the facility to change a player's batting stance, pitching style, race and hair colour.

Panic Bomber – a game also set to appear as one of the first Virtual Boy titles – uses the familiar Bomberman characters, setting them in a puzzle environment à la *Tetris/Super Puyo Puyo*. Blocks of three Bombermen fall from the top of the screen and – sigh – you have to arrange them in vertical, horizontal or diagonal lines. And that's about it.

We don't know much about either **Willy Wombat** (could it be a platformer?) or **AD&D** (a traffic-cone-manufacturing sim, mayhap?), but they're both on their way too.

Last of all, **Super Bomberman 3** has been confirmed for a release in the West (for the full lowdown on the game see pages 18-19).

Swat Kats is Hudson's super-slick platformer. Looking good.

keeping tight-lipped about a UK release.

Civilisation is called simply 'Civ' by its fans. Remember it.

Namco Hometek

Though Ocean have picked it up for UK distribution in the UK, **Weapon Lord** is being handled by Namco in the States. It's the first one-on-one beat-'em-up in the mould of *SFII* for some time, and, for once, this one will be worth looking at. It's been developed by two ex-Capcom USA staff (who, between them, were responsible for creating Dee Jay) and offers six characters, who use weapons rather than hands and feet (er, hence the name).

A whopping eight to ten special moves per character, death techniques, death combos and over 300 frames of animation per fighter mean that this is much more than just a *SFII* clone. Or at least we hope that's what it'll mean.

Ocean

Big-money licences continue to form Ocean's basis of inspiration. First, they have the game of the ill-fated megaflick **Waterworld** nearing completion (see elsewhere in Super Express), and following that comes **Mission Impossible**, the game-of-the-film-of-the-'60s-TV-series.

Also due is the scrolling beat-'em-up **The Shadow** (licensed from the film) and action platformer **Green Lantern** (from the ageing DC comic strip).

And finally, some two years after announcing that they had picked up the licence, Ocean at last have **Lobo** – a game based around the antics of DC Comics' violent biker machine/bloke – almost ready to rock. More on all of these next month.

Lobo. Not the sort of bloke you'd invite round for tea on a Tuesday.

Raya Systems

Having already subjected a health-conscious America with the likes of *Rex Ronan – Experimental Surgeon* (where players got the chance to repair lung disease, etc), Raya now have **Bronkie the Bronchiasaurus**. Presumably involving more lung-explorative shenanigans, it's a platform game – what else?

Seika

Admiral Tago and **Tsushima** account for Seika's SNES catalogue for '96. We don't know a thing about either of them, unfortunately.

Seta

Following games like *Vegas Stakes* comes the impossible-to-pronounce **Vega$lot**, Seta's own take on gambling. They also have **Replay**, another game which, unfortunately, we don't know a thing about. Sorry about that.

Taito

Revealing only **Lufia II: The Rise of the Sinistrals**, Taito's SNES plans are limited at best. Word is *Lufia II* is only a slight improvement on the original. Boo. Oh, and two games that were confirmed at the WCES have been dropped, apparently. So we won't be seeing Western translations of *Energy Breaker* or *Ladystalker*. Double boo!

Tecmo

Tecmo's **Ninja Gaiden Trilogy** will come as a pleasant surprise to ex-NES and Game Gear/Master System owners, who've all seen great little *Ninja Gaiden* titles over the years. This package rounds up all three of Ryu's past adventures, and soups up the graphics from the series while throwing in some new gameplay features to boot.

Tecmo Super Bowl III and **Tecmo Super Hockey** make up Tecmo's token sports quota.

NINJA
GAIDEN
TRILOGY
Enjoy three classic Ninja Gaiden games on one super cartridge. Ryu's full trilogy with all of the cinema screens, special weapons and visual effects.
TECMO
SUPER NINTENDO
ENTERTAINMENT SYSTEM

For legal reasons we can print only the box details of this game. Otherwise a ninja might kill us in our sleep.

Time Warner Interactive

Wayne Gretsky's NHLPA All-Stars, Primal Rage (see page 14), **Kawasaki Superbikes** and **Super RBI form TWI's** line-up. All self-explanatory, no? Whaddya mean, no?

T•HQ/Black Pearl Software

T•HQ have both **PGA European Tour** and **PGA Tour '96** (two well-respected golf sims) on the way, plus **The Mask** (a platform game with lots of kerraaazy stuff out of the film in it) and

Let's look at *The Mask*. It's hardly the most timely release ever, is it? Hmm.

Playmates Interactive

Relative newcomers to the world of videogames, Playmates nevertheless have a brace of SNES stuff coming up. Shiny Entertainment's **Earthworm Jim 2** is most worthy of note, with the promise of new hidden secret moves, seven gun types in total, Snott the sidekick and various disguises including that of a Salamander. And it's all wrapped up with Animotion II, Shiny's revamped animation routine, which gives sprites cleaner and more fluid actions. It certainly looks better than the original – let's hope it doesn't simply re-use its ideas.

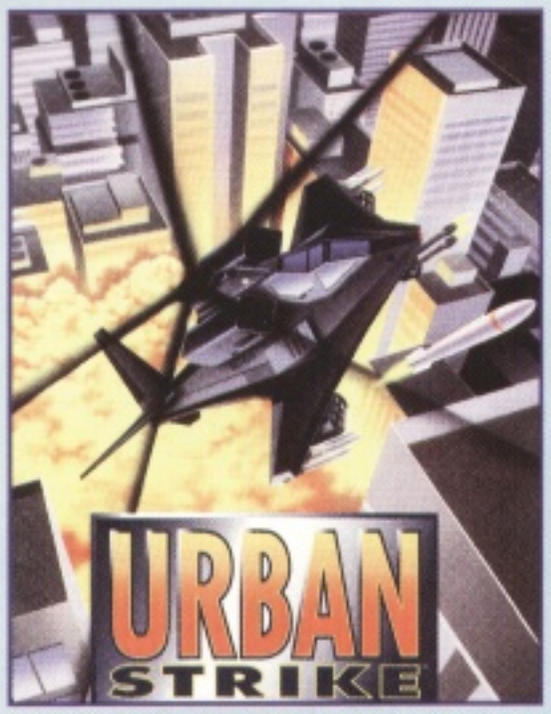
Mutant Chronicles is based on Target Games' paper-and-dice RPG. The game itself eschews any such RPG tendencies, however, instead opting for a one- or simultaneous two-player *Turrican*-style shooter. 18 levels in all, vertical and horizontal levels,, and, er, 'cyberpunk weapons' should ensure it makes a bit of noise when it arrives.

Much less interesting is **Wild C.A.T.S: Covert Action Teams**, a scrolling... beat... 'em... up. Based... on... an... animated... series. Groan.

Finishing on a higher note (especially if you're a SNES-bound Trekker), **Star Trek: Deep Space Nine – Crossroads of Time** (see page 27) is a strategy adventure affair which allows you to 'be' O'Brien, Dax, Gul Gurgey, Quark and Morn. There'll be wormholes, Cardissian warships and all the other frippery that makes the series so popular in the States.

EWJ2 will be hoping to shift more than the approximately 15,000 copies which the original apparently sold in the UK.

Urban Strike. The latter is being developed here in the UK and looks to be a proficient conversion of the mildly entertaining Mega Drive game of last year.



You've conquered *Desert*. You've overcome *Jungle*. Now... try... *Urban*! (Trailer ends.)

Toho

Wil was happy to see that Toho's US arm are releasing **Godzilla: Destroy All Monsters** in the West – it looks a great deal more interesting than the first game. A translation of the latest *Ranma* game (reviewed in issue 21, receiving 79% overall), entitled **Ranma 1/2 Part II: Anything-Goes Martial Arts**, will appear alongside Godziller-bloke later in the year.

US Gold

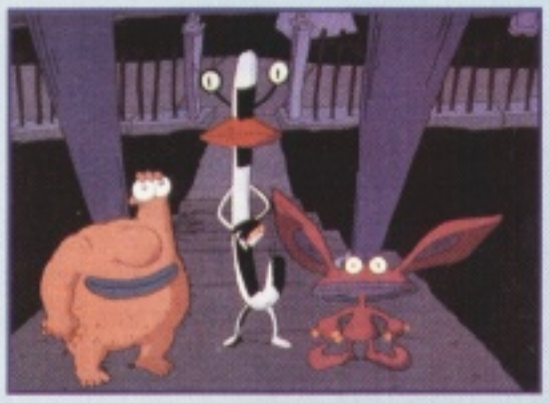
The only newie from USG is **Izzy's Quest For The Olympic Rings**, a platformer starring the official mascot of the 1996 Olympic Games. Please write in and explain if this excites you.

Here's *Izzy's Quest For The Olympic Rings*. Did someone lost them? How irresponsible.

Viacom New Media

Ahhh! Real Monsters is Viacom's game of the Klasky-Csupo cartoon (now showing in the dawn-like hours of a Sunday, early morning fans) so expect traditional license game material. **Phantom 2040** we know little about, but **Congo** we know is based around the movie of Michael Crichton's novel, that's due out later this year. Viacom's last attraction, the puzzle game, **Zoop** – which is set to hit just about every format known to man – has attracted quite a bit of interest, so keep 'em peeled for it.

Gorilla trouble in the jungle is the theme behind *Congo*. At least it's not a platformer.



These are the Real Monsters from out of *Ahhh! Real Monsters*. What a motley crew.

Virgin Interactive Entertainment

Spot Goes To Hollywood is Virgin's follow-up to *Cool Spot*, while **Converse Hardcore Hoops** is an action-focused basketball sim. *Cool Spot* looks interesting graphically, with lots of typically Virgin touches, but that's really about all.

As if *NBA Jam Tournament Edition* wasn't enough, here's *Converse Hardcore Hoops*.

EXCLUSIVE!

WHY GAZZA REALLY CAME BACK TO BRITAIN

*Paul Gascoigne as he would look in Rangers kit, courtesy of the miracle of electronic picture re-touching. Phew, technology eh?

RIGHT THEN, WHERE'S THIS CANNY NEW FOOTY MAGAZINE I'VE BEEN HEARING ABOUT?

adidas

McEWAN LAG

Issue 1 on sale Wednesday August 2nd!!!

TOTAL FOOTBALL

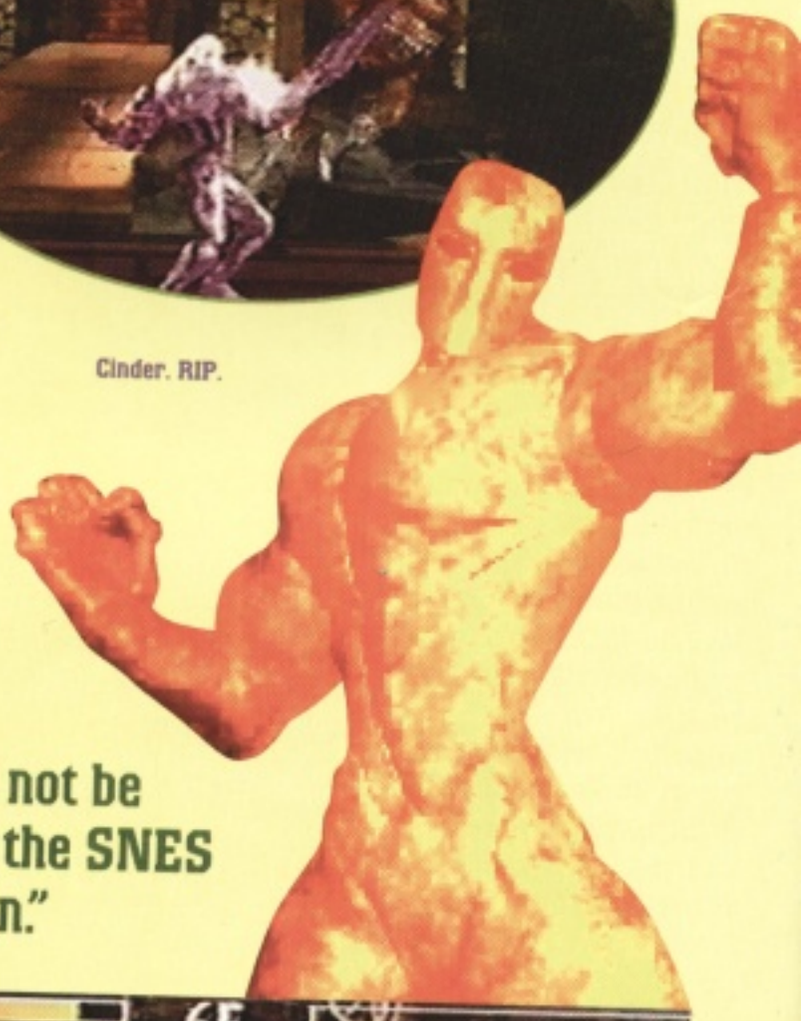
THE ULTIMATE FANS' MAG

A mid-morph Orchid just about to take delivery of a Riptor greenie. Icky.

All the combo indicators are in place, though the bonus point numbers are a bit weedy.

SAY GOODBYE, CINDER

Glacius gives combo the cold shoulder treatment.


Cinder. RIP.

Killer Instinct

Nintendo ● 32 Mbit

As if the potent, snifter-like selection of shots that we ran last month weren't enough, we've rooted out more information on Rare's conversion.

The first point of note is that, due to unforeseen memory restrictions, Cinder will not be making it over to the Super NES version.

Isn't ACM a lovely thing? No? Oh.

According to Ken Lobb, Nintendo of America's Product Manager, "Either we could keep Cinder and cut out finishing moves, or cut Cinder out and keep the moves. From a gaming perspective there was no contest. We kept the moves. Besides, Cinder is a wimp." Which begs the question: why the heck was he there in the first place? Were all the characters not in keeping with NOA's and Rare's repeated claims of beat-'em-up perfection all round?

Whatever, Rare are producing a remarkable game. From a quality-of-conversion standpoint, it's *Killer Instinct's* graphics that are most under scrutiny. While lacking the same number of frames of animation as the coin-op – and being noticeably smaller – the sprites are otherwise excellent representations.

Certain spot graphical effects – such as the sparkling explosions from two colliding projectiles – are yet to make it to the SNES version, and their appearance will

"Cinder will not be making it to the SNES version."

'You first, then.' 'No – *you* first!' Etc.

The lighting effects on this stage have to be seen to believed. (© SadCaptions, Inc.)

Riptor flounders at the hands of Orchid with her big stick thing.

'Let's try yer vest on, mate.'

FINISH HIM.

While *Killer Instinct*'s many-hit combos and dazzling graphics were co-operatively responsible for it grabbing so much attention in the arcades, its finishing moves shouldn't be ignored. From Orchid's notoriously politically incorrect bod-revealing move to Fulgore's head machine gun thing, they're frequently both more amusing and nasty-looking than those of the *Mortal Kombat* series.

Glacius examines his tool of death...

...and puts it to use on poor old Combo.

'Novelty ice-shapes are me specialty, y'know.'

be toned down, if indeed they appear at all.

The backgrounds in *KI* were always going to be the most difficult aspect to transfer. The coin-op's are generated in realtime 3D, while the SNES gets by with a number of layers of background detail (all moving in wonderful parallax) and a Mode 7 floor thrown in.

"The NU64 version is going to be much more than a simple conversion. Prepare to be impressed!"

One stage has a superb fortress bridge in its background which is generated with an excellent Mode 7 spot effect to give the most convincing sense of perspective we've seen on the SNES. The hanging lights in the foreground of another of the levels are also jawdroppy stuff, swinging back and forth as they cast independent beams of light onto the screen. Rare have certainly come on leaps and bounds from their *Donkey Kong Country* era – in Riptor's stage, as a further example, the polished-tile floor retains the impressively reflective quality of its parent.

Orchid puts that Manimal chappie to shame with her cougar move.

A number of the coin-op's 'killer' effects will, of course, be lost. Rare's Kevin Bayless: "Obviously, due to memory limitations, we will not have the full-motion video clips, however, we will choose the best frames from the video [sequences] and show them in 256 colours."

After a bout, therefore, the victor merely gets his/her image popped up on-screen. And don't expect any spinny background intro bits.

Something that's bound to cause rumblings over at Capcom (still the bearer of a big shiny 'Most Respected Beat-'Em-Up Developer on the SNES' badge, remember), though, is that Rare has coaxed a full screen display from SNES *KI* (when running on a 60Hz system) – no dirty great *SFII*-style borders here, sir.

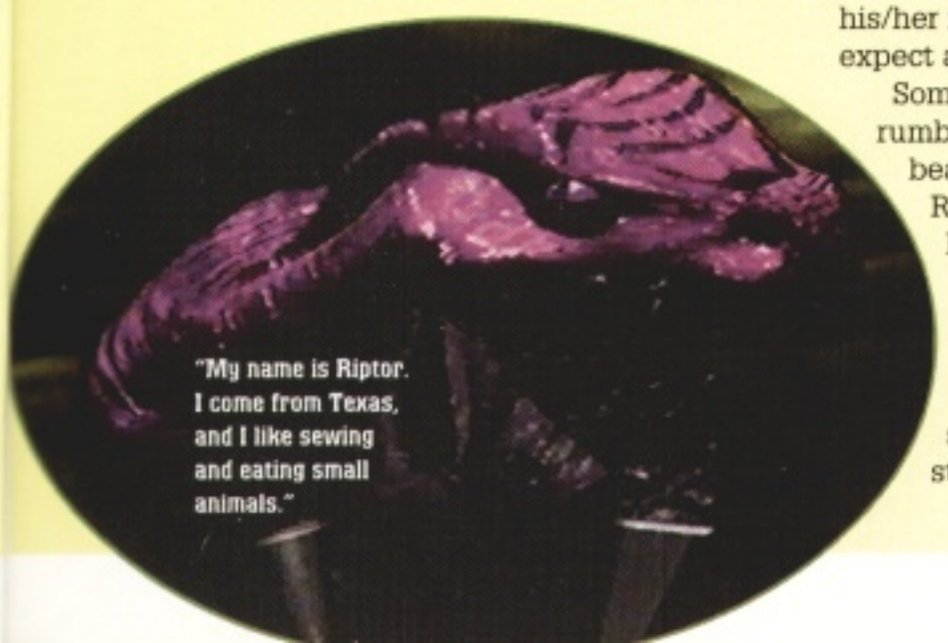
Lurking sinisterly behind such graphical excesses is a sound translation of the coin-op's gameplay – as Bayless put it: "The most important part is gameplay, and it is right on." Er, which means spot on, we believe, as opposed to being 'cool' or anything like that. (Though it might well be those things too. Whatever.)

Orchid gets her trusty hitting stick out again.

Despite the impositions of memory, Lobb has hinted, albeit with his cheeky tongue planted firmly in his cheeky cheek that there may be some extras included in *KI*, which, up till now, have remained undiscovered: "[Hidden characters?] You mean Core? Eagle? Whoops, not Heat Shade? You figure it out!" There's also talk of furnishing the well-known hidden character, Eyedol, with 'real' fighting properties, such as full finishing moves, "Possibly," says Rare's big cheese, Tim Stamper. "Probably. We're working on it."

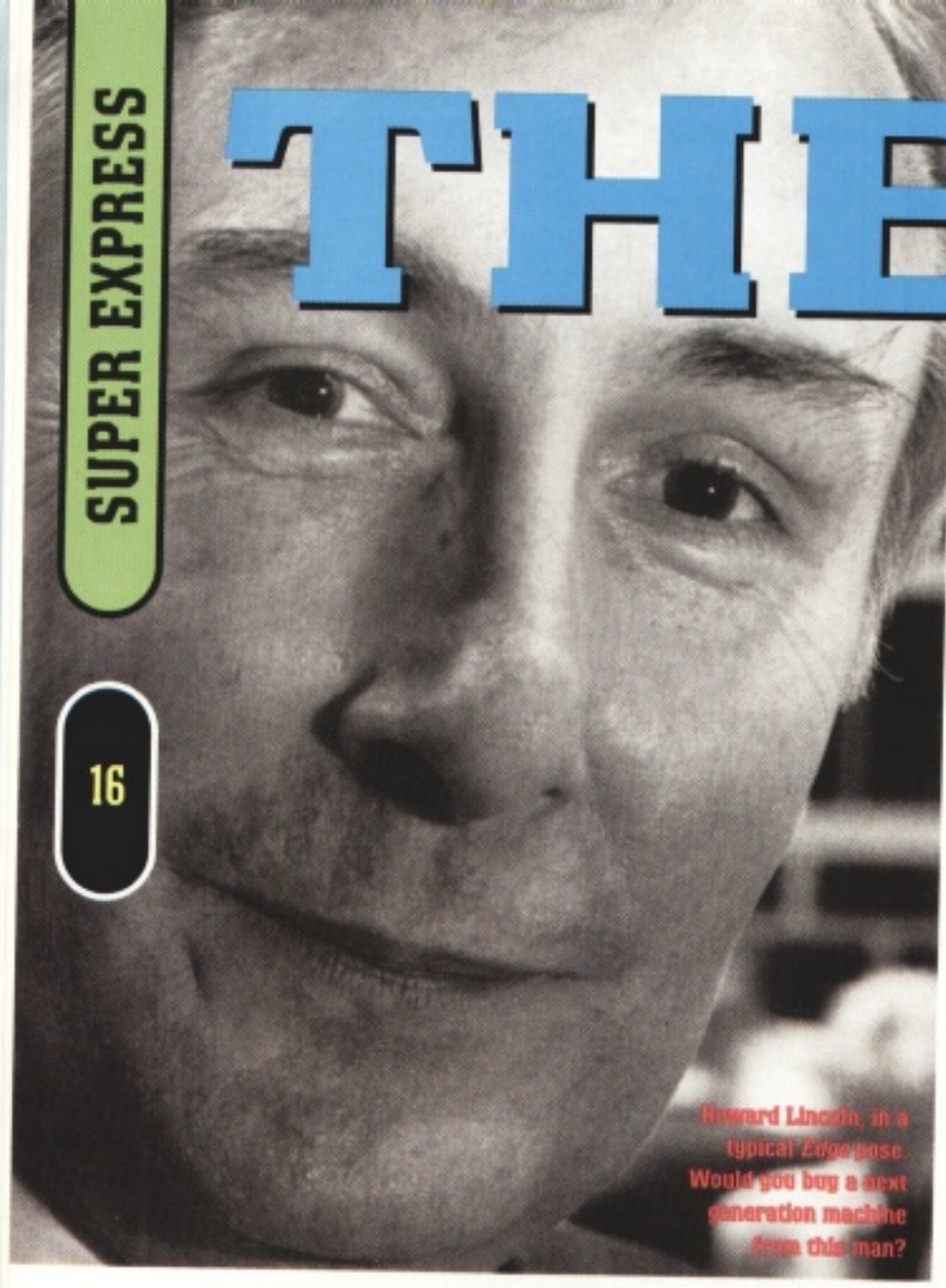
So what of the Ultra 64 version of *Killer Instinct*? "The NU64 version is going to be much more than a simple conversion. Prepare to be impressed!" says Lobb. "We always planned to make the NU64 version better than the arcade version, now with more time, and [with the experience of] the SNES version, we will be able to make it even better!"

We'll be able to test the Lobbster's claims when the sequel debuts at the Shoshinkai show in November to coincide with the launch of the NU64. The SNES version, meanwhile, is due in the States on August 30. A firm UK date has yet to be decided, though it will fall in either September or October.


"My name is Riptor. I come from Texas, and I like sewing and eating small animals."

Flaming venom. Flaming heck.

THE CAT'S



Howard Lincoln, in a typical *Enix* pose. Would you buy a next generation machine from this man?

Howard Lincoln sounded off concerning numerous Nintendo-related topics in a recent interview. The chairman of NOA spoke of the machine's proposed joypad design, Rare, and his company's policy on repeating former glories. *Super Play* earwigged:

● On follow-ups...

"There may well be sequels which I cannot tell you about or they are simply not public... the other reason is that people like Mr Miyamoto are not told, "Okay, you are now going to make a sequel to *Pilotwings*". That's not the way we treat our creative people for good reason... a lot of it has to do with their own choice..."

Which explains why sequels that the public demand (ie. *Super Mario Kart 2*) don't happen simply because of demand. Nintendo's own design teams have a free reign on how they spend their time. A fairly non-consumer-considerate attitude you'd think, and you'd be right.

● Concerning a certain Warwickshire-based company's achievements...

"Rare should be complimented on what they did. They set out deliberately to learn this new technology. Certainly, there was a period when they were not making a lot of games, but they invested in the future and there's nothing that prohibits anybody else from doing that."

The point made here is an interesting one. Whereas giants like Ocean and Acclaim pump cash into acquiring licences, Rare have invested in development and development alone; it's clear that anyone could have (and still can) produce ACM-type products. And remember, *DKC* sold more than all the licensed SNES games put together last Christmas.

● And the NU64's joypad...

"The game controller that you see from Nintendo for Ultra 64 at the Shoshinkai show will knock your socks off. It's the first thing you'll see and will want to comment on. I can guarantee it. When we produced the shots of the Ultra 64, you saw the cartridge and you saw the hardware, but you didn't see the game controller. Nintendo has a history of making really exceptional game controllers, whether it's an NES or a Super NES, and you can expect history to repeat itself. In fact, I'll tell you that we think that of all of the aspects of Ultra 64, the game controller will be the cat's meow!"

This is the hottest revelation yet – forget about the NU64 having a SNES-style joypad or any other

CHILDREN OF THE NIGHT

Castlevania: Vampire's Kiss

Konami ● 16 Mbit

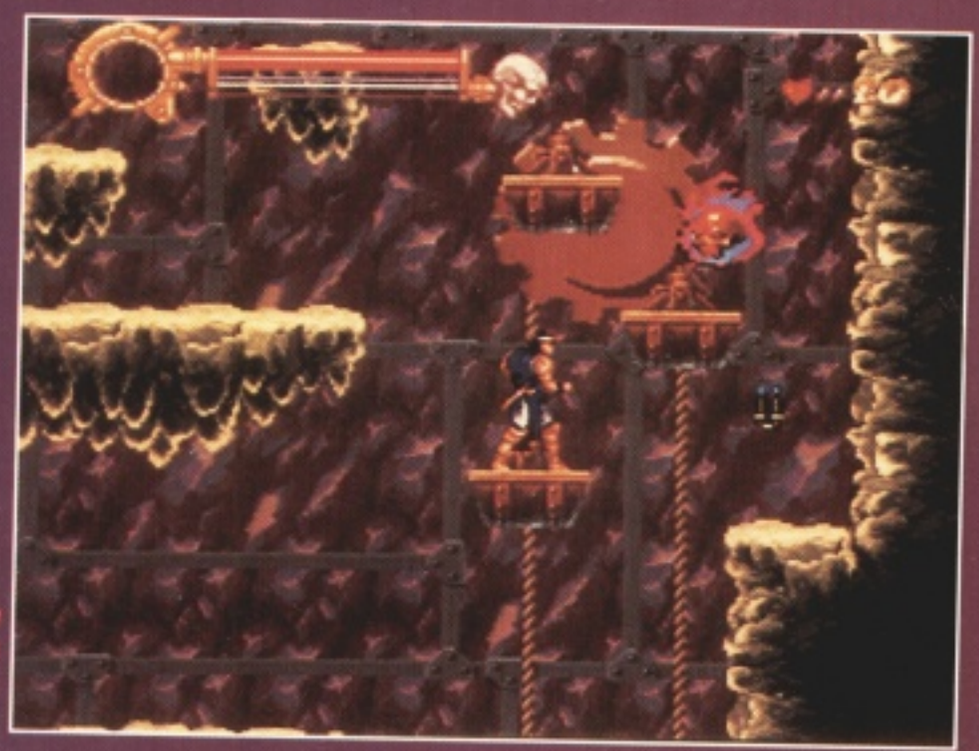
After last month's promise of a more in-depth look at Konami's new addition (relatively speaking) to the *Castlevania* saga, we've found ourselves playing it rather sooner than expected. Although still not quite complete, this SNES conversion of the PC Engine's *Dracula X* is shaping up well for its UK September release date.

Racing forward several hundred years on from the time of the original vampire hunter, Simon Belmont, the people of Transylvania have long forgotten the weekly ritual of shouting outside castles, chasing monsters with torches and trying to rescue the latest town virgin from the seductive clutches of Count Dracula. However, in becoming complacent, they have sealed their own fate, as the corrupt evil within them has given the Count just the impetus he needs to rise again and cause all manner of toothy mischief.

But in choosing to directly port over a PC Engine game, Konami might have found themselves saddled with a problem. A lot of what made the original *Dracula X* so impressive, the intro sequences and music for example, were only made possible by the storage capacity of the PC Engine's CD-Rom. Whereas *Castlevania IV* was specifically designed for the SNES with the programmers making use of all manner of Mode 7 trickery to rotate rooms and swing chandeliers, *Vampire's Kiss*, in sticking to its source so closely, plays like a much older platform game altogether.

In giving Richter more magic attacks, instead of his ancestor's handy way with a

Fresh from designing characters for Enix's forthcoming *Mystic Ark* (see last month's Fantasy Quest), Yamada Akihiro's artwork has given Richter Belmont a distinctive style.



The curse of *Castlevania* games: floating heads that require perfect timing.

MEOW!

current form of control for that matter. Suggestions flying about the *Super Play* office have ranged between it being some kind of spherical arrangement to even something that's reminiscent of Nintendo's ill-fated U-Force controller. But the controller really can't be as unusual as Lincoln has intimated – can you imagine playing a beat-'em-up (ie. *Killer Instinct II* – one of the first games due on the system) with such an out-of-this-world control method? Hmmm.

If you've any interesting ideas on how the finished pad will look and operate, send them in to Playback. Prizeage awaits the best.

NINTENDO ULTRA 64™

SCOOP! CHEATS TO PROSPER ONCE MORE

This box of tricks is soon to be superseded by the latest new, improved Action Replay model. Just read that text there to the right to discover how good it'll be...

Our quite literally cheatmungous mates over at Datel have revealed exclusively to us that they're currently putting the finishing touches to an addition to the mega popular Action Replay series.

The device, which looks set to go by the stunningly groundbreaking name of Action Replay 3, will feature enhancements of every feature of the previous model, with an entirely new front-end and more control over games with battery-backed RAM (the latter point being especially welcome to those who've lost hours of saved gameplay after tinkering a touch too far).

We'll have the exclusive full report on the device in next month's issue. Those whose lives have become obsessed with eight figure digits starting with '7E' would be well advised not to miss it.

I'm under orders from the National Trust to rid this stately home of all undead foreign tourists. Now move along sir.

Duck, whip, duck, whip. In that order.

Here's our very first *Vampire's Kiss* tip: Don't get in a situation like this.

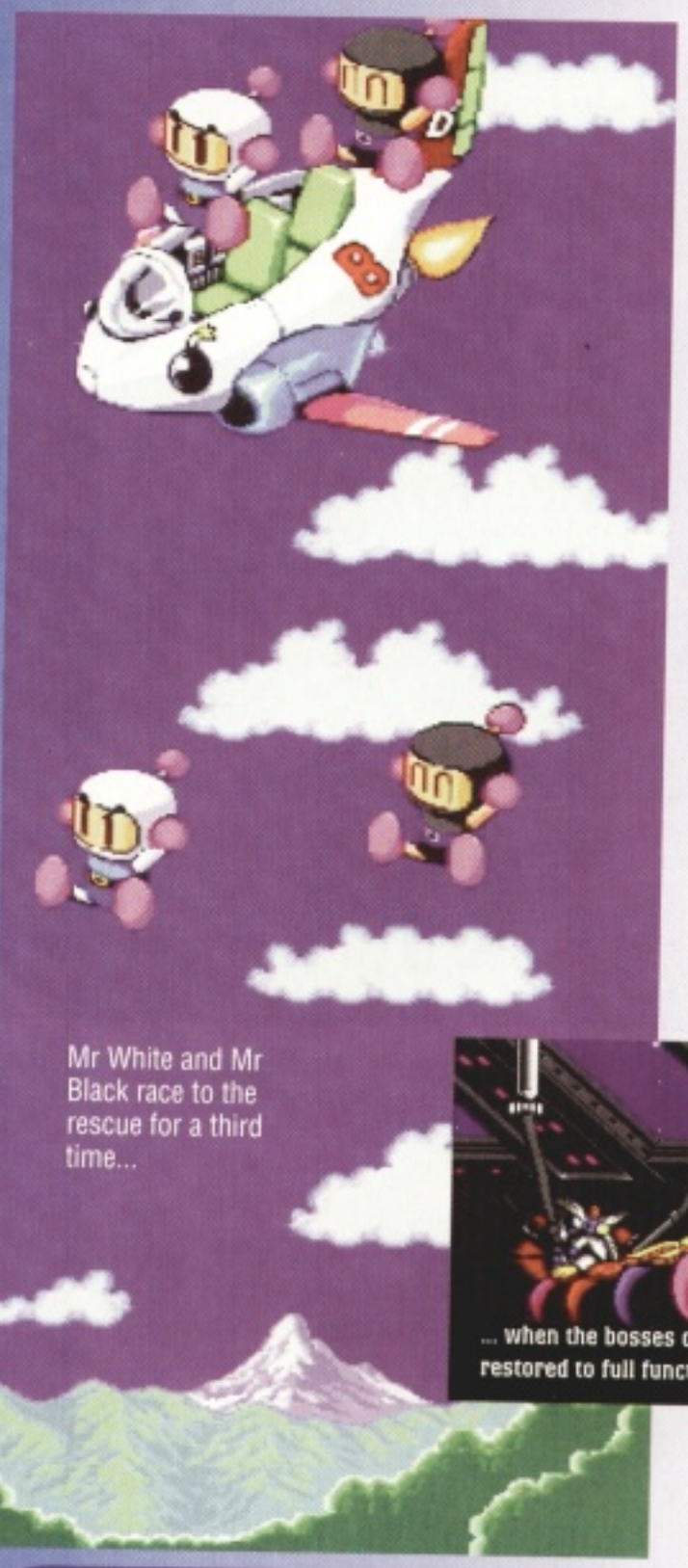
Now a fully paid-up member of the magic circle, Richter knew he could outdo Penn and Teller once and for all.

Maria. She's gonna be giving you serious love bites unless you can stop Drac's blood fest.

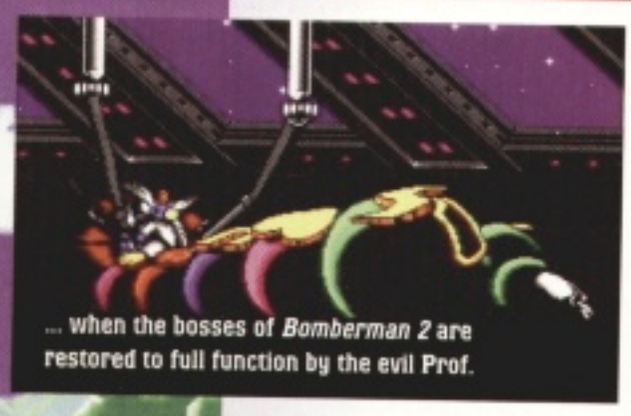
whip, all those nerve-wracking swings across chasms and desperate attempts to cling onto hooks in the wall have been lost. You can't even whip something directly above you. To compensate, there are a wide range of special weapons and magic at Richter's disposal, and, because he can only carry one at a time, there's a certain element of strategy involved (until you find your favourite, that is). But let's not get too downhearted. *Vampire's Kiss* still looks like it's got the magic Konami touch which we love so much, and a new *Castlevania* is no small event in the SNES gaming world. To this end, *Super Play* cordially invites you to the exclusive review of *Vampire's Kiss* in the very next issue. Garlic and crosses optional.

5...4...3...2...1...

... Or how I stopped whinging and learned to love the bomb!



Mr White and Mr Black race to the rescue for a third time...



... when the bosses of *Bomberman 2* are restored to full function by the evil Prof.

Mr White and a friend crash through the rocks with a mine cart, clearing the stage.

Super Bomberman 3

Hudson Soft ● 12 Mbits

You're all thankfully oblivious to the number of occasions on which *Super Play* almost never made it to the printers. The reasons? *Super Bomberman*, a multitap, and the fact that erstwhile editor James Leach was a master of the infuriatingly effective punch/manual detonator technique. HE HAD TO BE DESTROYED.

Hudson Soft's deservedly popular party game has now reached its third incarnation, with more twists and extras than ever before. It's currently on sale in Japan, and the good news is that Hudson Soft has already agreed to produce a European version. The actual UK release date has yet to be confirmed, but we'll bring you more news as we hear it.

For anyone still unfamiliar with the *Bomberman* concept, the idea is that you control a little fellow who can drop a bomb with a two-second fuse. With this weapon at his disposal, he can destroy all enemies and blocks caught in its blast. But since the bomb can blow up your pint-sized bombadier just as easily as it frazzles his opponents, you have to be both quick and tactical to place the bomb in the most threatening place before withdrawing him to a safe position.

The playing environments are tight grid-based mazes with little room for manoeuvre at first, but blasting a path through the obstacles uncovers hidden power-ups that endow him with more speed, extra bombs, special skills and a greater blast range.

In *Super Bomberman 3* this concept is once again put to use in either 'Normal Mode' or 'Battle Mode'. As a one- or two-player game the Normal Mode offers five straightforward levels of increasing difficulty, each containing five stages that culminate in a boss. A new game twist for *SB3*, seemingly adopted from *Super Mario World*, gives you the option to return to earlier, simpler levels to stock up on power-ups & lives (and the odd kangaroo) before tackling the tough bits.

But it's in the full Battle Mode that *Bomberman* has always transcended its apparent simplicity. The sudden change of pace,

You want detail? Look for the holes in the ice, the igloo's roof blown clear and the Mexican bemused by it all.

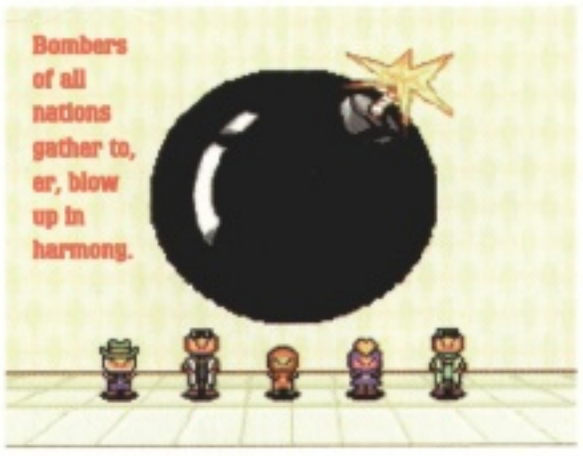
Your sworn enemies, the evil midnight bombers who bomb at midnight. Yeah, baby!

BLOW ME KANGAROO UP, SPORT

The most significant difference in *SB3* is the inclusion of marsupial steeds, found in power-up eggs (er, obviously). Should you take a hit whilst mounted, you'll simply lose your kangaroo: this can prove invaluable in the final stages of the game, and changes the tactics of the game considerably. Furthermore, each type of kangaroo has its own special ability accessed by the Y key:

- **Blue Kangaroo** – Can slide bombs by pushing into them, or punch them over blocks with Y.
- **Green Kangaroo** – Dashes in one direction at incredibly high speed, thus avoiding blasts.
- **Brown Kangaroo** – Lays a line of bombs at once. The length of the line depends on the number of bombs you can currently drop.
- **Yellow Kangaroo** – Can push maze blocks forward, clearing space or trapping an opponent.
- **Pink Kangaroo** – Able to jump over a single block or bomb, escaping traps and enabling hit-and-run attacks.

as you match your wits against three or four cunningly unpredictable human adversaries, creates a a whole new competitive gaming experience. Indeed, the headline COMPUTER GAMES ARE SOCIABLE, SAYS LEADING SCIENTIST was incomprehensibly absent from the newspapers of *Super Bomberman*'s day. Compatibility with Hudson Soft's own SNES multitap now allows up to five players to compete simultaneously in a free-for-all fight for survival: the fifth player starts the game in the middle of the field, *Dynablaster* fashion.



Hudson Soft's eye for comedy and attention to detail has never been more prolific, from the tiny voice that squeaks 'By Hudson Soft!' on the title screen to the little Cossack dance performed by the Russian bomberman. The battle game winner being given 'the bumps' in Mode 7 is a frill that rivals anything from Nintendo's *Mario* titles.

The only criticism of the series, and one that moulded our review of *Super Bomberman*'s sequel, is that tinkering with an already fine and balanced game adds very little and can even detract from it. Yet it's clear from *SB3* that Hudson Soft's designers have instead gone out of their way to produce something as far removed from the original game as possible.

The inclusion of riders, the five-player potential and the choice of bomber characters has resulted in more than cosmetic alteration. Wraparound tunnels on the battle screens open up the edges of the arena; whilst in the Team match, bombers removed from play appear on the sidelines so that the eliminated player can still present a limited threat to the opposition, rather than sitting back and waiting for the round to end. Whether the changes have gone too far remains to be seen, although it seems only fair that *SB3* should now be judged on its own merits.

Those who think that the game has been tweaked too much might be surprised to find the sentiment exaggerated in the private opinion of Nakamoto Shinichi, Hudson Soft's director of R&D. "I personally believe the Famicom version of *Bomberman* is the one and only version of the game," he confessed to *Edge* magazine earlier this year.

But given his department's investment and intense commitment to the development of Virtual Boy software, not to mention the integral multi-player capacity of the Ultra 64, would it be unrealistic to suggest that the cutesy explosives experts will live to fight another day on Nintendo's 32-bit and 64-bit platforms?

The five-player team game in all its unfairness: we pitted two beefy Kenyans and a Britpunk against the Asian superpowers.

Kangaroo first sighted in *Bomberman '94*, which appeared on the PC Engine. In 1993, believe it or not.

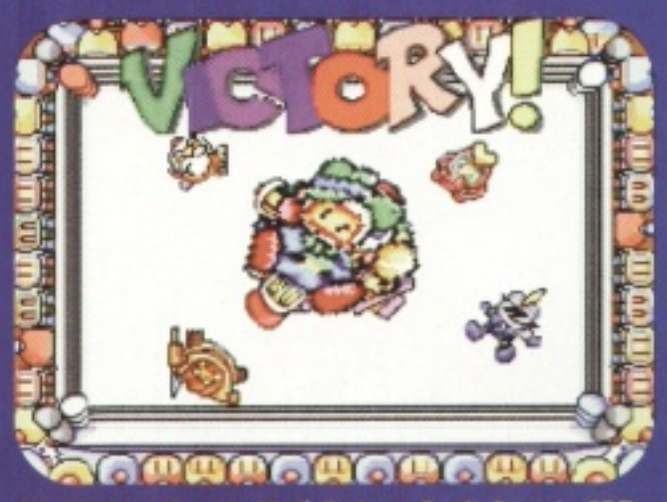
THE BOMBERMAN CHRONOLOGY

Bomberman has a surprisingly long lineage. It can be traced back to 1980, to a simple one-player PC game called *The Bomber Man* which Hudson created purely to demonstrate the possibilities of its BASIC compiler. A reworking of the theme appeared a few years later, when the company looked for ideas that would work on Nintendo's new Famicom (NES) console. However, the breakthrough came on the PC Engine: NEC's console already had a multitap – this was exploited by Hudson's programmers for a new kind of *Bomberman*. The development of Hudson's own SFC multitap enabled the game we know and love to move to the SNES. *Hi-ten Bomberman* is unique – it runs only on Hudson's in-house custom hardware, and its simultaneous ten-player capacity has been used primarily for Japanese shows and exhibitions. However, Hudson have plans to bring the game to the UK for similar purposes.

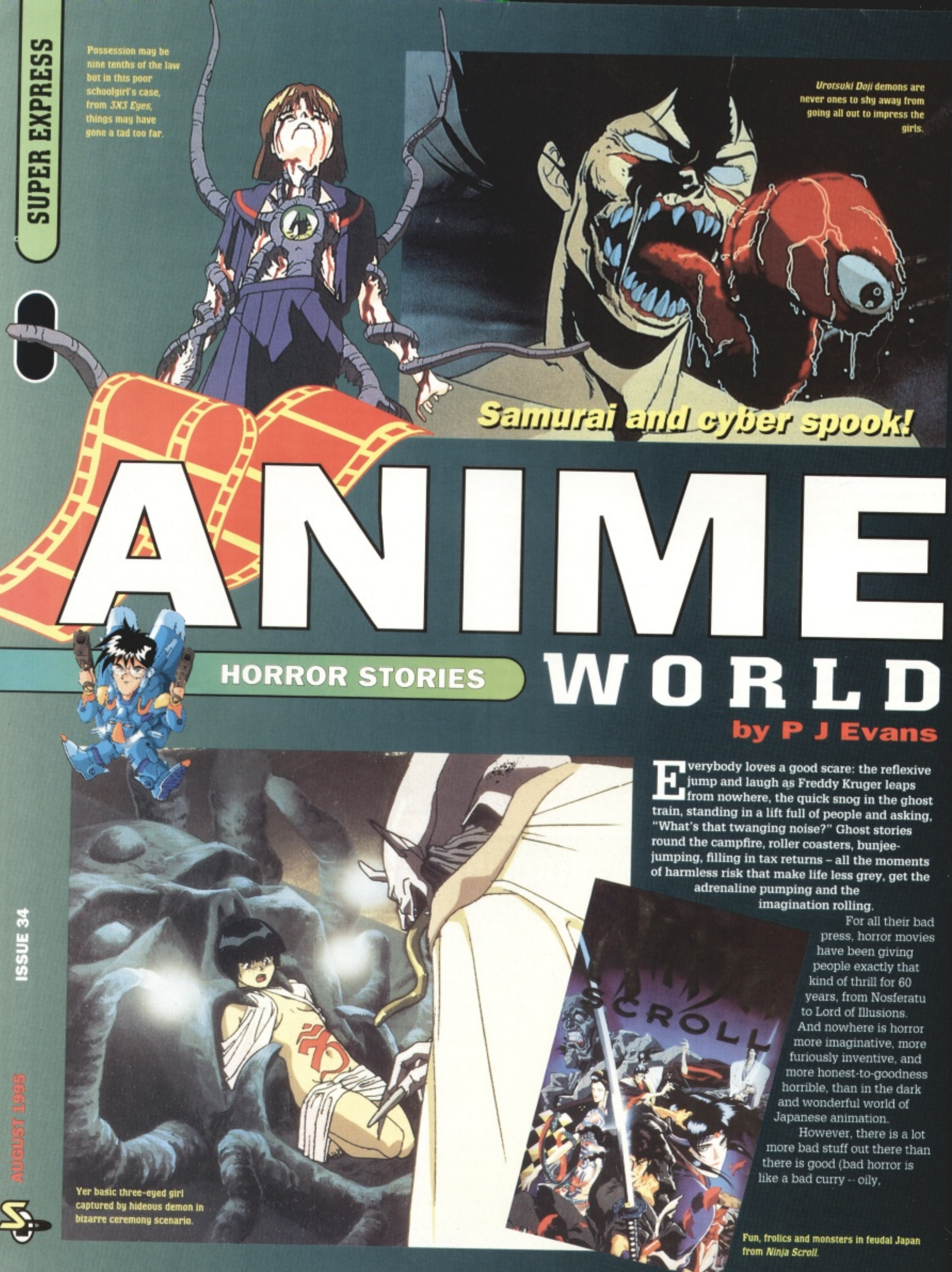
The Bomber Man	PC	1980
Bomberman	Famicom	December 1985
Bomberman	Game Boy	August 1990
Bomberman	PC Engine	December 1990
Bomberman II	Famicom	June 1991
Bomberman '93	PC Engine	December 1992
Super Bomberman	Super Famicom	April 1993
Bomberman '94	PC Engine	December 1993
Super Bomberman 2	Super Famicom	April 1994
Bomberman GB	Game Boy	August 1994
Super Bomberman 3	Super Famicom	April 1995
Hi-Ten Bomberman	Promo only	

The original *Super Bomberman*. Times have changed.

Super Bomberman 2 was a disappointment to many.



Getting the 'bumps' in Mode 7 after a Battle Game in *SB3*!



Possession may be nine tenths of the law but in this poor schoolgirl's case, from *3X3 Eyes*, things may have gone a tad too far.

Urotsuki Doji demons are never ones to shy away from going all out to impress the girls.

Samurai and cyber spook!

ANIME WORLD

HORROR STORIES

by P J Evans

Yer basic three-eyed girl captured by hideous demon in bizarre ceremony scenario.

Everybody loves a good scare: the reflexive jump and laugh as Freddy Kruger leaps from nowhere, the quick snog in the ghost train, standing in a lift full of people and asking, "What's that twanging noise?" Ghost stories round the campfire, roller coasters, bunjee-jumping, filling in tax returns – all the moments of harmless risk that make life less grey, get the adrenaline pumping and the imagination rolling.

For all their bad press, horror movies have been giving people exactly that kind of thrill for 60 years, from Nosferatu to Lord of Illusions. And nowhere is horror more imaginative, more furiously inventive, and more honest-to-goodness horrible, than in the dark and wonderful world of Japanese animation.

However, there is a lot more bad stuff out there than there is good (bad horror is like a bad curry -- oily,

Fun, frolics and monsters in feudal Japan from *Ninja Scroll*.

expensive, and never as quite as spicy as you think it's going to be).

We don't have the space to present anything like a full guide to what's hot and what's not, so, instead, I present a personal list of my top four anime horrors. Read 'em and weep, Mr Alton.

In the number four slot we have a recent release from Manga Video. *Ninja Scroll* is unusual for a horror title in that it takes place in a historical setting, in feudal Japan – the time of the Samurai and the Shogun. This makes a refreshing change from the usual contemporary Tokyo antics, and allows for a far more lyrical, quest-based approach than normal.

The story – that of masterless Samurai battling a succession of supernatural nasties – has the feel of a legend to it, complete with epic swordplay (the hero taking on a blind, but expert warrior in a huge field of waving bamboo), and some genuinely disturbing scenes, like the guy with a wasps' nest in his back being eaten alive from the inside. Under water.

I'll put *Genocyber Stage One* in third place. This may be a slightly controversial choice for a number of reasons. For a start, a lot of people really disliked this OAV, mainly because they couldn't tell what the blazes was going on. For me, that is part of its charm – the video becomes a hallucinatory overload, shoving reality and illusion around like those little foam balls in the magic trick. It's like a high-tech version of *The Naked Lunch*.

Secondly, does *Genocyber* count as horror? I guess it should be labelled as science fiction, but, like many anime titles, *Genocyber* blurs the boundaries between what is purely horror and what isn't. The actual gore-level is probably higher than anything short of Go Nagai's utterly repulsive *Violence Jack*, and in a lot more detail, too (a corridor dripping with severed limbs, a huge pile of eviscerated corpses). On the other hand, the story is all about psychic experiments, cyborg assassins, and bio-mechanical combat armour. Call it *The Guyver* with unnecessary surgery.

The Manga release of *Genocyber* is marred a little by flat voicing and the usual overly-profane script, but the story, pace and frenetic, blood-drenched visuals more than paper the cracks.

Probably the most common mistake made by monsters in Japanese animation is wearing their innards on the outside. Surely everything just... falls right out?

Second place goes to Yuzo Takada's *3X3 Eyes*, another boundary-blurrer. By no means as all-out gross as *Urotsuki Doji* or *Genocyber*, *Eyes* mixes occultism, cuteness, and gore in equal parts, and comes out of the oven as a highly enjoyable series of OAVs with a great cast of characters.

The dubbed version is better than most, too, with some fine performances from the lead players (most of whom cut their teeth in Carl Macek's *Robotech*) and a well-written script.

Again, the inclusion of *3X3 Eyes* in a list of horror titles may raise some eyebrows (for example, in the recent Manga catalogue, the series appeared in the catch-all category of Supernatural), but what are eyebrows for, if not for raising? Besides, one of the things anime does best is move the metaphorical goalposts: one minute Pai is winning the Lynn Minmay award for cutest anime character ever; next, Yakumo is being dismembered on-screen and a hapless schoolgirl gets impaled on a tree. And compared to some of the stuff that goes on in the original comics, this is mild!

Pai shows the wickeder side of her nature in *3X3 Eyes*, which usually means that something nasty is going to happen to Yakumo.

ANIME CONTACTS

Anime UK Magazine **(£2.70) and** ***Manga Mania*** **(£1.95) are now both available from all good newsagents.**

A more stylish sort of horror comes in the shape of *Wicked City*. But don't be fooled, there are still more than enough slimy monsters to go round.

And the prize for first place (an all-expenses paid cruise around my ego) goes to *Monster City*, originally released in 1988 as *Hell City Shinjuku*. I first saw this one way back in 1991, on a blurry no-subtitles copy from a fellow fan. I fell in love with it then, and the recent Manga dub has done nothing to put me off.

The creators of many anime horror tales will include sex in the stories almost as a matter of course, as if the two belong together. *Urotsuki Doji* started the trend, and it's easy to see why the practice has continued – sexual violence is easily the most nasty and repellent kind, and so anyone wishing to shock has this big, well-labelled button to press. After *Guy*, *Adventure Duo*, and the later episodes of *UD*, one gets to wondering whether the average spawn of Hell has anything else on its mind.

Despite being created by Hideyuki Kikuchi, who also brought us the rather obvious *Wicked City*, *Monster City* puts the naughty bits back on the top shelf and concentrates instead on elegance, imagination, and characters, which is what horror should be all about. This film just oozes style.

The cool, mysterious Mephisto, with his high-explosive scalpels; the leering crab-ogre; the utterly gorgeous scene in the park, with the redeemed souls of the slain falling onto a sea of bones like tiny, glowing seeds. Not only this, but *Monster City* is graced by absolutely the best voice actress in the anime biz; Teresa Gallagher, whose performance as Sakaya is innocent, understated and natural adds real class to an already cool film.

Anyway, that's my list, and I'm sticking to it until something better comes along. Feel free to debate this at your leisure. I'll be back next month: in the meantime, remember – don't be afraid of the dark. It's what happens with the lights on that's really scary!

The decidedly odd goings-on in *Geno Cyber* require a fair amount of concentration to fathom.

KEVIN'S COD PIECE

Waterworld
Ocean • 16 Mbit

Your aim, bizarrely, is to find the lady with a tattooed map on her back, so you can put Waterworld to rights.

And this! This! This, if we're not mistaken is a platform.

The most famous Kevin in the world has made another movie and, as anyone with even a six-year-old dried chickpea for a brain should have expected, the most famous licence-purchasers in the world are turning it into a game.

Yep, *Waterworld*, the film that's gained a reputation for being the most overproduced, most overhyped and, unfortunately, most likely to underachieve the most out of '95s big filmic experiences is being, er, siliconised.

And what does this big-money barnstormer hold for you, the SNES-owning public? Well, if we said that it wasn't a platform game at heart we'd be fibbing, so we won't. But at least it's a nice-looking platform game at heart, with backdrops that were created with high-spec rendering kit and characters which bear at least a vague semblance to those of the celluloid extravaganza (probably).

As Kev's character – the geezer most naturally suited to a life on the ocean waves since Patrick Duffy – your role is that of the saviour; you're in charge of getting Waterworld back to normal. (This place was once 'normal,' y'see, with proper islands and everything instead of the floating platform jobs that have constituted habitable 'ground' ever since the polar caps melted, blah, blah…)

Yes! You will pilot a futuristic catamaran/yacht hybrid. And yes! You will fend off attacks from the 'Smokers' (bad dudes) in a ker-razy *Asteroids*-for-the-'90s-on-water-in-isometric-3D section. And! Yes! Later, you'll get to the crux of the thing and leap around platforms shooting men-with-gills. But! But, yes! Even later, you'll get the opportunity to swim! Swim! Swim like a little fishy! Through the same sort of levels that you only trod by foot previously! Is there no beginning to this game's surprises?

And this! This is the bit we like where you can choose and purchase weapons, like this here attractive pepper grinder.

Actually, there is. We were surprised, for example, when the obligatory-but-hey!-it's-wonderfully-rendered shop section popped up for our perusal. And we were mildly attracted by the way the scenery uses a reet attractive parallax foreground routine to create depth.

Look – we're even willing to be impressed by it as a game as a whole. We shall have to wait until next month when the game as a whole appears for review. Join us then.

BLABBERMOUTH

with Kris and Tel

Bless my breadboards, it's me old omnihyperdrive-powered buddy, Tel. Where've you been lately, pal?

I might ask you the same question, Kris. I've been off on a tour of the USA with my local Silicon Shop Group Meet mates – we've been checking things out Stateside, er, as I believe they say.

And what did you manage to find?

Well, my rumour-mongering Yank pals have been talking about some more SNES products due from Nintendo themselves. Like the incredible-looking *Yoshi's Island*, which, as you'll already know, was finished last year, there's some more secret stuff on the way. I gather that another *Metroid* is well into development, and that *Zelda IV will* be coming to the SNES, after all – not the NU64.

Blimey, that's some hot gossip you have there, Tel. That makes sense, though, as I've just heard that the *Zelda* game coming to the Nintendo Ultra 64 won't really be part of the series at all.

I've dug up some info from closer to home too. We know *Starfox II* has been delayed for 'necessary reprogramming,' but did you hear about *FX Fighter*? Well, apparently even necessary reprogramming wouldn't be enough to save that one – it's now been shelved.

The announcement of SNES *Killer Instinct* was enough to make the game's publishers make a swift about turn, and the game's now only going to come out on the PC.

I managed to have a sneak peek at it a while back, and I don't think that's too much of a loss. Going back to the NU64, did you hear about Ninty's official line as to how the machine should always be referred? I gather they've been getting more than a mite uptight over people calling it just the Ultra 64 or U64 – they're now telling everyone that it's got to be called the *Nintendo* Ultra 64 wherever it's mentioned. Can you believe it?

Sadly, I can, Kris, knowing the suits down at Ninty as I do. Talking of which, one particular suit – Ken Lobb, the product manager at Nintendo of America – has recently been sounding off about the future of the SNES. He's claiming that the big 'N' will be supporting our favourite box o' tricks until way into 1997. That's at least two more years of 16-bit gaming…

Yeah, I am capable of working out some simple calendar info, Kris. Presumably, then, the SNES will co-exist alongside the NU64 quite comfortably.

And you've got to remember that the Ultra 64 – oops – Nintendo Ultra 64 isn't going to be around until April '96 anyway. And your pals in the States aren't even going to get the chance to have a look at it before then 'cos Nintendo have just dropped out of the Winter CES! Their words on the subject: 'a single trade show commitment will allow us more flexibility in directly communicating our many business plans throughout the year.' Er, can you throw any light on that, Tel?

Must have something to do with cash, I reckon. So, once again, Japanese gamers will get a look at the machine first – at the Shoshinkai show in November. I heard that there's talk of the machine actually being released in Japan at around the time of the event. Y'know, I'm thinking about eloping.

Keep saving those credits, Tel, and your dream might come true. Now I've gotta dash – I've got a remote link to a Japanese bulletin board running off our new toaster's CPU, and I think my parents are looking to stick some muffins on! Until next time, buddy…

Next time! See ya.

NEW COLUMN!

JAPAN GAME WATCH

With UK publishers lacking strong UK-developed games, they're looking to Japan for software to license – witness the likes of *The Firemen*, *Kid Klown*, *Pocky & Rocky 2* and *Wild Guns*, all recent UK releases that first saw the light of day on Nipponese shop shelves. With this in mind, Japan Game Watch will be keeping an eye on the interesting-looking titles due for release over there soon.

The first of note is Hudson's *Super PC Kid 2*. It retains the distinctive clean and colourful graphical style of the original, but Kid himself has been updated all over. He can now turn into a tank (complete with a gun barrel protruding from his forehead), an angel and even a fire-breathing dragon. Oh, and he can also get a drill to come out of the top of his head. Totally shoebox, and we can't wait for it.

A surprise release is *Snoopy Concert* from Mitsui Fudosan. Charles Schultz's characters have appeared in the past on merchandise (like bags, mugs, keyrings, etc.) in Japan, but the animated series is far from being a mainstream hit. Still, the game itself uses faithful Snoopy and co. sprites and looks like being a rather jolly arcade adventure affair.

Kat's Run by Atlus is one of those increasingly rare things, the Mode 7 racer. It's 20 Mbits big and features dinky little Barbie and Ken-style saloon cars and 4x4s. The split-screen two-player mode could make it at least as much of a larf as *Street Racer*.

Denz's *Spark World* is a blatant copy of Hudson's *Bomberman* concept. In it, one or two players play as rozzers armed with electrical weapons. Once placed down in the playing area, these shoot off an electrical beam (the equivalent of *Bomberman's* blasts). Tons of levels and power-ups still might not be enough to challenge *Bomberman 3*.

Retro gaming is still alive and kicking, and *Super Poon* by Yutaka is an attempt at updating that crumbliest of crumbly games, *Breakout*. Lashings of colour, a simultaneous two-player mode and stacks of power-ups go to make up its '90s look.

Finally, Kaneko's *Japan GT Championship* is another racer, this time viewed from an unusual perspective. It's based on a real life Japanese motor race and features 'real' drivers and cars. Kaneko's experience with driving coin-ops in a similar style bodes well.

From top to bottom:
PC Kid 2
Snoopy Concert
Kat's Run
Spark World
Super Poon
Japan GT Championship

IT'S THE SUPER QUIZ

Do you lot actually bother with the Super Quiz? Are we wasting our time thinking up these questions? Would we be better off spending our time in that little pub just down the road from where Zy lives – the one with the beer garden running down to the canal? Sigh.

Ahem. Here are this month's quezzies for you to totally ignore or attempt to answer. If you do attempt the latter, please don't write in. It's in the name of entertainment, see – not cash remuneration.

Easy

1 What is Square Soft's first RPG to be produced by American staff?
2 Which character won't be appearing in *Killer Instinct* on the SNES?
3 Roughly how much of a cart's street price goes directly to Nintendo?

Medium

1 What was the first SNES game to use Mode 7?
2 Which brothers wrote *Street Racer* for Vivid Image/UBI Soft?
3 Which Australian development team have done both a moody RPG and a cricket game on the SNES?

Hard

1 Which Nintendo coin-op invited players with the question 'How high can you try?'
2 Name every game Yoshi has appeared in.
3 Which famous game designer has put his success down to 'nothing more than fate'?

Get 'em right, did you? Check out the answers in p. 82. Go on.

DREDD JUDGED
HAS HOLLYWOOD RUINED JUDGE DREDD?
FIND OUT IN ISSUE 2 OF SFX, THE SCIENCE FICTION MAGAZINE
Future Publishing
New! SFX
The Day The Law Died?
THE STRUGGLE TO FILM JUDGE DREDD
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LIVE FROM HELL CITY

By Nihon Sekai-yusu

SLOTS OF FUN WITH THE PRIZE MACHINES!

This month we take a trip back down to the arcades – but not to play videogames. No, this month we're totally failing to win prizes on Japan's wide range of novelty amusement machines...

Why bother going down to your local sweetie emporium when you can purchase your confectionery here, from the Namco Sweet Factory.

Along with new, technology-heavy amusement machines such as Mad Taxi (see Hell City, issue 29) there exist many more machines where the emphasis is placed not merely on getting a high score, but with the promise of something great coming out of the other end of the machine once you've deposited your yen.

Commonly known as Prize Machines, these offer collectible objects of desire which can be won by pure luck, pure skill or by a mix of both. Seaside holidaymakers in the UK will be familiar with the grabbing machines popular in the '70s (their cabinets packed with tacky trinkets and fake gold watches, etc – all of which were too heavy for the pathetically weak claw mechanism to even move, let alone threaten to pick up) and many Japanese machines have sprung up using the same concept. Except that here, the merchandise isn't a three-year-old packet of 20 Benny Hedgehogs wrapped in £1 notes, but fluffy little *SFII* characters. Yes, with a steady hand, a pocketful of yen and an afternoon's worth of patience at your disposal you could be snuggling up to an SD Guile, Chunners or Ryu after a successful session on Capcom's Kiddie Kiss machine.

The range of prizes on offer from these machines is as wide as it is attractive to Japanese youngsters. Pokonyan – the raccoon star of anime series and *SFC* game who appears just about everywhere in Japan – adorns a machine based around a three-reel slot one-armed bandit idea. Tweak the joystick to spin the reels, and, if they come to rest with three like images, one of ten designs of pencil will pop out – perfect to pop alongside your Pokonyan pencil sharpener which sits in your Pokonyan pencil case which you keep in your Pokonyan rucksack.

Even slightly less mainstream themes have made the journey to the Prize Machine market, a good example of which being the *Fatal Fury* 'Jumbo Card' dispensing unit. What you get from one of these is soley down to luck: press the button to send the spinny pointer on its journey and you'll get a prize corresponding to where it comes to rest. The 'Jumbo Card' prizes are roughly A4 in size and are manufactured to high production values with a laminated surface making it ideal for resting your noodles on at the dinner table or simply for decorating your room. Highly collectible.

Street Fighter II characters work well in this area, too, with one particular machine – a poster-producing affair, no less – taking piles of fans' loose change over the last six months. Drop your cash in the slot and wait for your three-feet-long by two-feet-wide Zangief to come out the other end.

Why bother with a shop and its inevitably tiresome assistants when you can pop down the arcade and watch a series of lights and listen to some bleepy music while waiting for your purchase to turn up?

You'll be feeling the need for some confectionery-type nourishment after the pursuit of

all this paraphernalia. Namco's Sweet Factory is the answer – a machine full to bursting with delights such as Look Candy and Pocky Strawberry and Chocolate Chews. Press the single button on the cabinet's front and a giant robot inside the machine pushes forward one of its arms to dispense a slew of sugary comestibles. Yum. Lovely.

Something slightly less likely to get you a premature trip to the dentist? Try Banpresto's *Super Mario World* Popcorn machine. With components actually designed to look like blocks from the game, and a fantastically jolly Yoshi present to take charge of the popcorn dispensing, it's got to be the most fun way of getting hold of junk food, save indulging in a spot of misbehaviour down at your local Drive-In burger bar.

Perhaps the most obscure item you can take home from a trip to the arcades in Japan is your fortune, or at least one (albeit perhaps unlikely) version of it. Yes, Data East – famous for SNES games such as *Joe and Mac: Caveman Ninja* and *Fighter's History* – have recently released a fortune-telling machine called Karma Eye. In a lovingly-crafted cabinet of mystical purple and red hues, this adaptation of the Prize Machine concept offers an insight of your fate. It's all controlled by a proper coin-op screen display: by following the on-screen prompts, the machine (supposedly) learns more about you. A short pause is followed by the output of a very professional-looking, parchment-style prediction of what lies ahead in your future. Another go on Kiddie Kiss, perhaps?

A few yen in the Kiddy Kiss machine gets you a cutie Ken or a gorgeous Guile to, er, use as a mascot in your dad's Honda.

Popcorn dispensed by a Yoshi tastes miles better than that dull old Butterkist stuff, obviously.

The Sailor Moon balloon machine – just pull the red handle and your balloon will be dispensed. What joy.

Collect the set of *Fatal Fury* laminated cards. They make ideal tablemats. Above right: a sample selection of the said desirable items.

TEES ME, TEES ME!

World Masters Golf

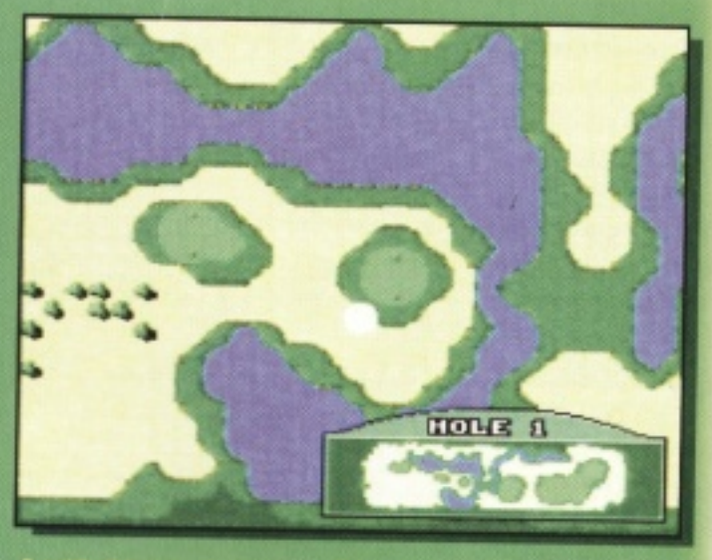
Virgin ● 16Mbit

Long-serving SNESites will remember the period when every other sports game that appeared was a golf sim – exponents like T&E's *Pebble Beach Golf Links*, *Augusta Masters*, and *Irem Skins* all appeared within a short space of time just when the SNES was really beginning to take off. But then nothing. Not a pair of plusfours in sight. The golf scene apparently died overnight.

So it makes sense that someone should now dive in while the market's open. And that someone is Arc Developments, a West Midlands-based programming team who cut their teeth on consoles with Acclaim's *Bart Simpson Vs The Space Mutants*. Since then they've produced two computer golf games – *Nick Faldo's Golf* and *World Cup Golf* – so moving on to produce *World Masters* on the SNES was a natural progression.

The most immediately striking aspect of *WMG* is its use of the SNES's much underexploited 256 colour mode. The four courses laid out before you in the game – Aldan Forest (lots of trees), Cranfield Lakes (lots of water), Marston Beach (lots of sand) and Victoria Plains (er, lots of plainness) – have a striking, almost photo-quality intro pic.

But the main eyebrow-raising factor comes in the game proper. The main golfing view uses gourad shading to give the courses realistic-looking shading, and there's Mode 7 flying all over the place.



A golfball larger than a tree. *(It's called perspective – Ed.)*

"The SNES's main strengths are its Mode 7 and 256 colour stuff, which is why we've made full use of them in the game," says James Farnhill, *WMG*'s project manager at Arc. "Gourad shading isn't particularly difficult to achieve, but getting the speed on the SNES took a lot of development time. Technically, getting the Mode 7 to work properly was the most difficult aspect of the game."

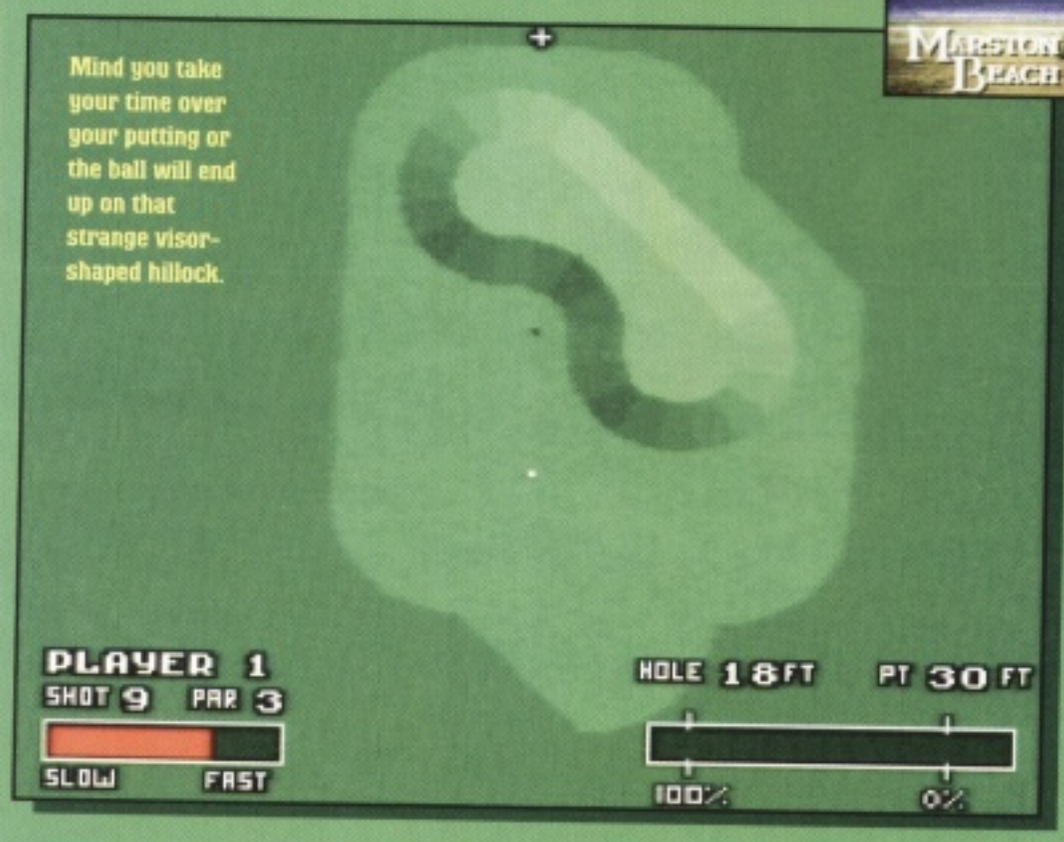
It's easy to see why it was problematic, because *WMG* uses Mode 7 in a way never seen before. Once you've teed off, the view changes to a 'follow cam', which tracks the ball's path down the course. But where this has been done in previous games with simple, flat Mode 7, Arc have managed to achieve scaled course objects, too. So, effectively, Mode 7 is working on two axes, both horizontal (the ground) and vertical (trees). It doesn't move as smoothly as standard Mode 7 but it's a great aesthetic touch. And how's it done? "Well, that's a trade secret," says James, playing his cards close to his chest.

Technical achievements aside, *WMG* looks to be the best version of golf yet seen on the SNES. The play engine is reminiscent of EA's *PGA* series, with especially user-friendly controls and a range of practice, match play and tournament options.

Our Brucie/Tarby tendencies will be laid bare in a full review next month.

It's that attractive bird's eye view again.

A choice of four idyllic course locations.



Mind you take your time over your putting or the ball will end up on that strange visor-shaped hillock.

The effective 'follow cam' bit, where your ball's flight is captured.

If you can't putt, of course, you could try dazzling your opponents with your choice of garish T-shirt.

SPACES ACES!

Big Sky Trooper

Lucas Arts ● 8 Mbits

Contrary to popular belief, imitation is not the sincerest form of flattery: it is, "Gosh, you're great. And I mean that sincerely." Imitation, however, runs this a close second, and it is imitation that concerns us with *Big Sky Trooper*. It is, you see, US outfit Lucas Arts' tip of the hat to Japanese 'rumness', with super-deformed robot suits and talking dog computers and people with really big eyes.

Easily the most baffling game of the last six months (the preview cart had no instructions, and it took three people a good half-hour to work it out) *Big Sky Trooper* can be boiled down to racing across the galaxy in pursuit of, er, special things of some description, shooting alien patrols in a sort of *Asteroids*-without-asteroids bit and then landing on an occupied planet and playing mini-*Zombies Ate My Neighbours* to liberate it. It's flawlessly presented, as you'd expect from a 'George' game, and also utterly charming. Even the monsters get a bit of character, double-taking in alarm as you rush up to shoot them. It's also surprisingly more involved than it would at first appear: before long you've met spies disseminating essential information, picked up objects that your electric dog tantalisingly reveals can be traded for other things, and got stuck on an icy planet where you have to work out which walls to bounce off in order to reach an exciting box. We await the full game with no little interest.

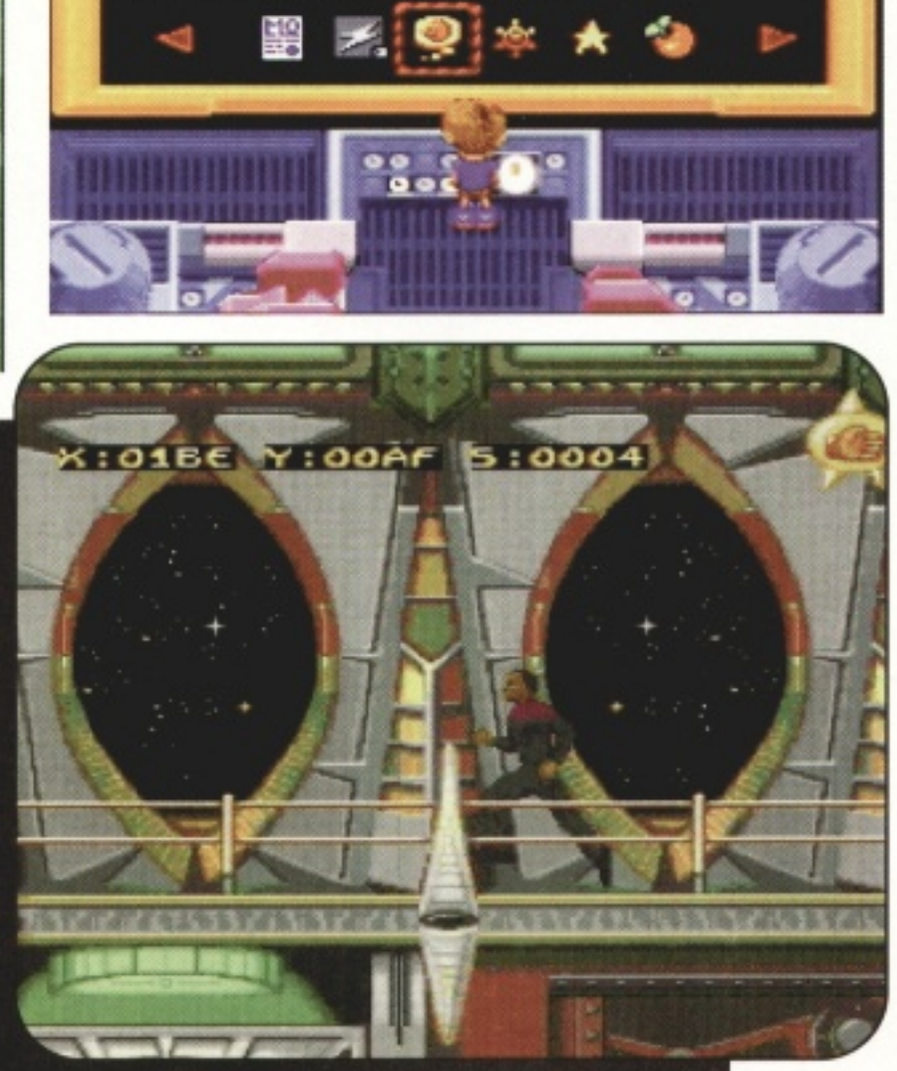
Star Trek Deep Space Nine: Crossroads of Time

Playmates ● 8 Mbits

Hang on – crossroads of *time*? How can time go left and right? That's what you get for insisting on ludicrously extended colon subtitles. But anyway. Based on some television show or another, this is an odd fish of a game that appears mostly to involve walking around places and talking to people with the X button. The odd fish bit is that your character (the Captain, or something) runs like his mother was on fire, leaping athletically and clinging *Flashback*-like to ledges as the staff look on with magnificent disinterest. Things do perk up when you manage to reach the security officer (it turns out some aliens are planting bombs around the place and you have to find and defuse them within three minutes, even – hurrah! – getting to shoot the saboteurs), but the chances of this are remote, for, alas, *Deep Space Nine* is farcically designed.

Examine the screenshots. Appreciate the detailed backgrounds. Now imagine having to try 'entering' every feature in those backgrounds on the chance it's a door. For – oh yes – each door looks different. It is impossible to 'predict' a door unless you try going through it, and consequently it's absurdly easy to get lost. Hopefully Playmates (a Virgin label, apparently) will change the graphics, for the game itself is quietly entertaining and there's a heck of a lot of it. Can disaster be averted? Tune in for the next episode. Etc.

The Captain, alas, finds springing acrobatically is singularly unsuccessful in impressing women.



The map reference numbers aren't going to be in the full game. Obviously.

Tsk. ("Bloody equipment" an engineer says later on. Those charmingly naive Americans, eh?)

Captain, mate, give it up. You're just fooling yourself. Wayne Sleep style pirouettes never go down well with the ladies.

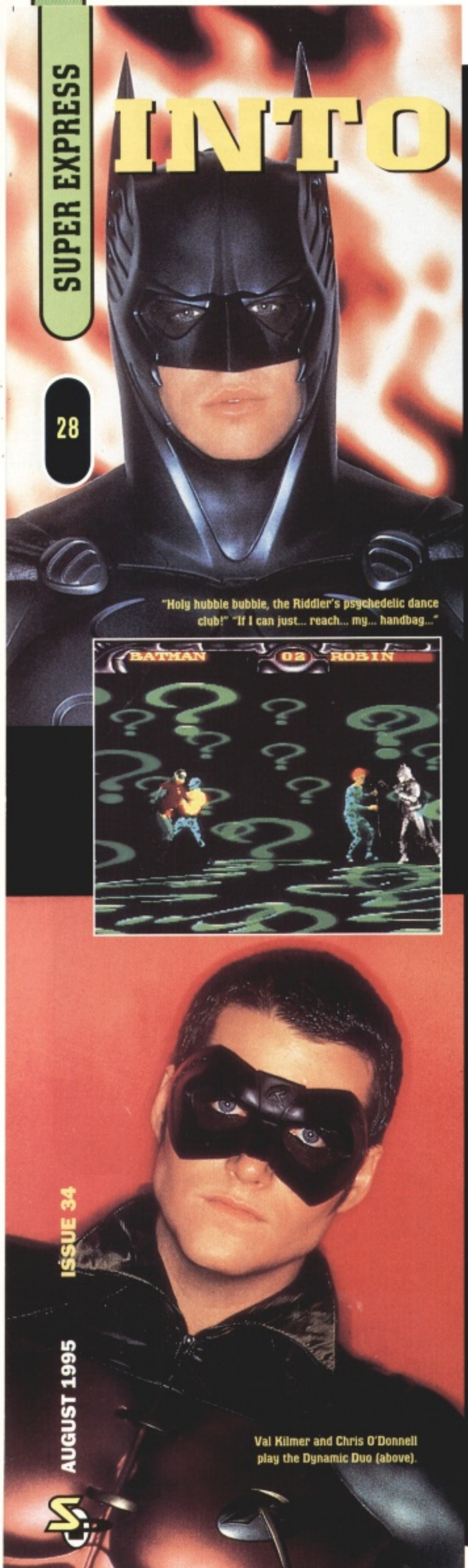
INTO THE BLUE

Acclaim's acquisition of a new and highly advanced Motion Capture studio has been well publicised in video game circles, and it's already been put to good use for a number of forthcoming SNES games. *Batman Forever* and *Foreman For Real* will be the first titles to show off the 16-bit output of Acclaim's costly facility, whilst *Frank Thomas 'Big Hurt' Baseball* and *NFL Quarterback Club '96* will follow in the US; although a UK release for these two sports titles hasn't been confirmed.

Essentially, the studio improves upon the sort of images that first made *Mortal Kombat* stand out from the crowd, whilst adding a third dimension. For his eponymous baseball sim the American sports star Frank Thomas went through the motions of baseball, including his trademark swing, in front of dedicated cameras. A fluid 3D model of the 'Big Hurt' in action could then be manipulated on computer.

With a cast list of Val Kilmer, Jim Carrey and Tommy Lee Jones, *Batman Forever* is practically guaranteed success at the box offices this summer – despite the departure of Michael Keaton and Tim Burton. Like Konami's *Batman Returns*, Acclaim's film licence relies on a scrolling beat-'em-up format. The appearance of Robin in the latest movie usefully facilitates a two-player co-operative mode, as the crimefighting duo can take on goons and henchmen simultaneously.

Working closely with the film's production crew, Acclaim turned many of the film's lavish sets into game backdrops: some 60 stages have made it onto the cart.



"Holy hubble bubble, the Riddler's psychedelic dance club!" "If I can just... reach... my... handbag..."

Val Kilmer and Chris O'Donnell play the Dynamic Duo (above).

"And let that be a lesson to you, foul burger-dealing ginner clown." The duo finally apprehend Evil Ronald.

"Shine your shoes, sir?" "Thanks, Super Shine Boy – scuffs and crimefighting never mix. Robin can deal with that crazed killer."

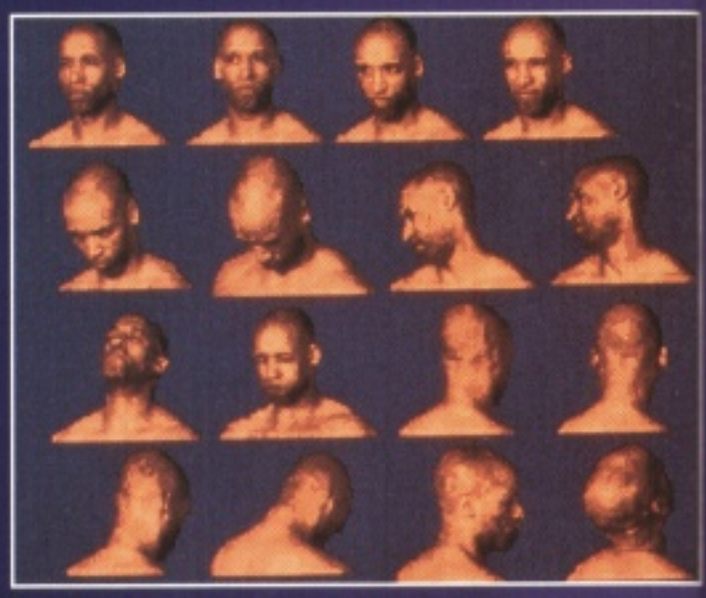
Don't expect Jim Carrey on your SNES, though: the closest they got to the cast of *Batman Forever* was in using several of the film's stunt men to don costumes from the movie and strut their oft-endangered stuff on the blue screen ["... to authentically capture the theatrical detail and movement of the characters," as Acclaim's press notes proudly put it].

Foreman For Real starts you on the road to heavyweight championship: a road blocked by no less than 20 outhouse-physiqued pugilists from around the world, including 'Big George' himself. For the purposes of accuracy, professional boxers were put to work in the studio whilst their features were scanned by computer. The consequent graphics show them huffing and bobbing realistically from a third-person, behind-your-fighter perspective. Indeed, your opponents in *Foreman For Real* can express the gamut of human emotions from Ooof to Gnnnh.

This isn't the first time Acclaim has entered the ring with a take on the *Punch Out!* theme. *George Foreman's KO Boxing* was an early 16-bit title which Matt Bielby described as "a strong contender for the worst SNES release of all time" when he awarded it 18% way back in issue 2 of *Super Play*. Unsurprisingly, we'll be expecting a quantum leap in playability from their new *Foreman* licence.

It's odd to note that advances in the sophistication of computer graphics techniques, made at whatever level, seem to reap benefits across the board. Cynics might comment that these techniques are merely improved tools in the hands of developers, with no greater power to invest a game with that elusive 'gameplay' than before. But given the choice of a PowerPC Macintosh or a plastic wallet of Woolies' felt tip pens, we suspect that our reliance on the latter when designing an issue of *Super Play* would seriously impede your reading habits. In other words, better tools are no bad thing.

In any case, the decisive *SPlay* review will cover the deeper aspects of any 'gameplay' to be had from these offerings in the coming months. *Batman Forever* is also currently scheduled for a limited coin-op release, so watch the arcades this summer for a taster.



These WIP pictures demonstrate *Foreman For Real*'s thoroughness – but, er, why capture the back of his head? Isn't that a bit unfair, clobbering him as he turns away?

Cutthroat Island

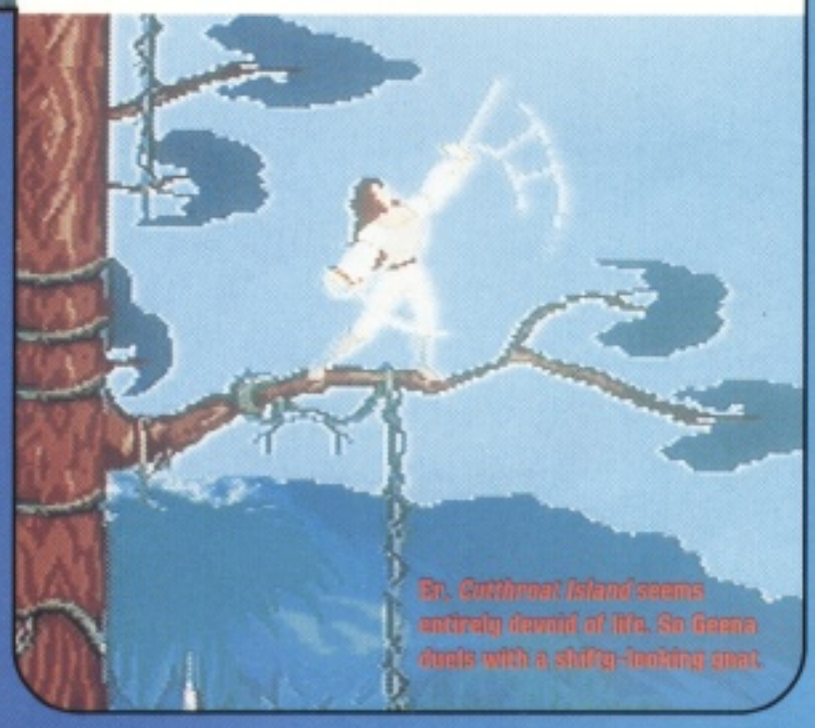
Acclaim ● 16 Mbit

Apparently, the director was asked to show more of his wife's cleavage in the movie. So he did. An ethical business, movie-making.

If you possess such a thing as a mainbrace, now is probably the time to splice it as you prepare yourself for another film licence from Acclaim, this time taking the more traditional sprite animation approach. It's also further testimony to Acclaim's enduring faith in the fighting genre, as *Cutthroat Island* is a scrolling, strolling fence-'em-up with swashbuckling pirates and salty old sea dogs.

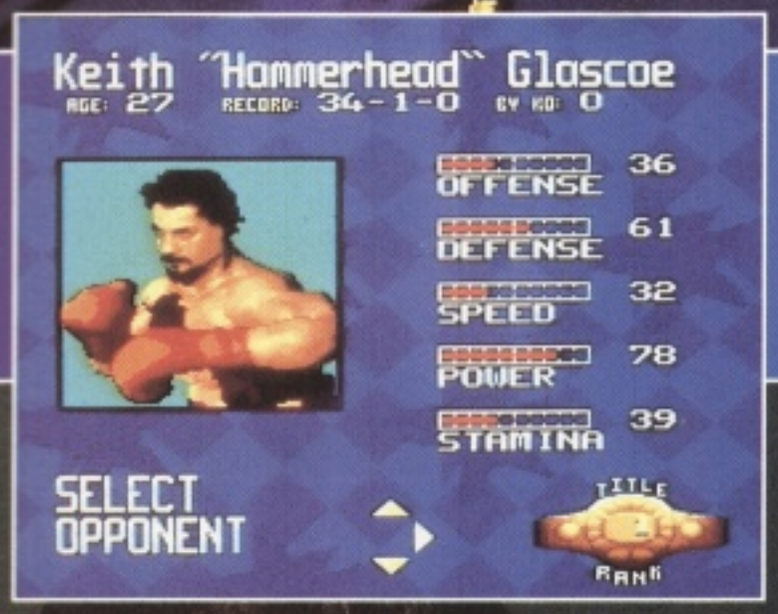
The movie was directed by Renny Harlin of *Cliffhanger* and *Die Hard 2* fame, and stars his wife Geena Davis as Morgan – the main character of the game, uncoincidentally – in a hark back to older action adventures involving buried doubloons and battles on the high seas. In game terms, players must search through the many areas of *Cutthroat Island*, duelling with soldiers of the underhand governor of Old Jamaica to gather the pieces of a treasure map.

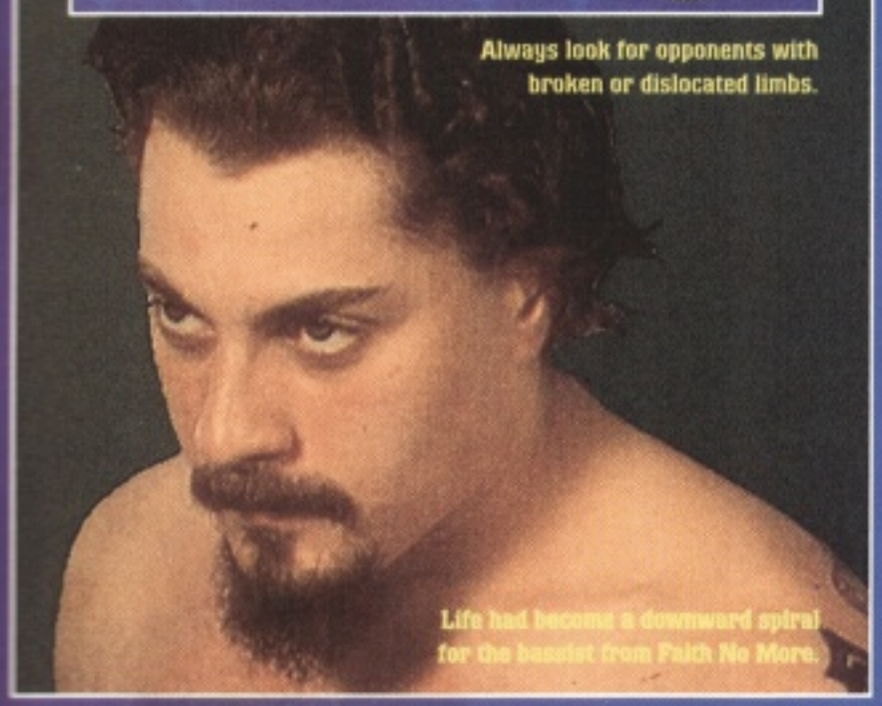
The movie should hit cinemas around autumn, with the game's release promised simultaneously. In the meantime, a bar of rum and raisin must suffice.



Er, *Cutthroat Island* seems entirely devoid of life. So Geena duels with a shifty-looking goat.

Left: the result is something more akin to Electro Brain's *Boxing Legends of the Ring* (*SP14*).





Always look for opponents with broken or dislocated limbs.

Life had become a downward spiral for the bassist from Faith No More.

WIN SOME DREDDED SPUGS!

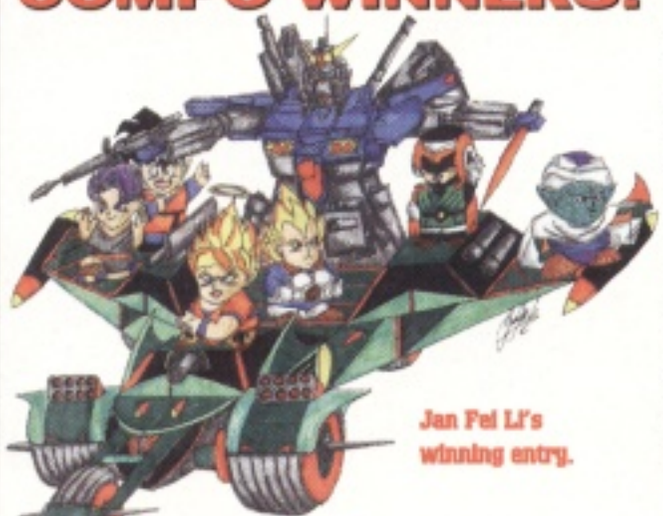
This is your chance to win one of three *Judge Dredd* trading card or spug collector kits from CMA.

There's a choice of prizes comprising either a Collector Card Album with six rare prototype cards or a Spug Collector's wallet containing six assorted spug caps and credits. To win, simply answer these three easy questions, and state which prize you would prefer (cards or spugs).

1. Name the female character on the Collector Card.
2. Is Mean Machine meanest with his head dial on 1 or 4?
3. Are spug credits legal in MegaCity One?

Send your answers to *Super Play*/CMA Judge Dredd Comp, PO Box 12, Hay on Wye, Hereford HR3 5YD. Closing date is 31st July and the first three correct entries drawn after that date will be the winners.

SUPER TURRICAN COMPO WINNERS!



Jan Fei Li's winning entry.

At last *Super Play* is proud to announce that, following the superb response to our Ocean/*Super Turrican* competition, the winners can now be revealed. Jan Fei Li of Reading is the overall winner and he should by now be the owner of a brilliant radio-controlled car and copy of *Super Turrican.* Second and third prize winners should be receiving their goodies shortly too. Congratulations go out to: Matt Holland (Ipswich), Tung Shing Wong (Barnsley), Taron Wyatt (Bolton), Oliver Norton (Handsworth), Adam Snape (Manchester) and Vincent W.H. Cahn (London).

The videogame legend that *Doom* has become began its formation way back in December 1993. It single-handedly revolutionised PC gaming with its 3D routines and fast, visceral shoot-'em-up action, earning it the sort of place in PC users' hearts as *Super Mario World* has in SNES owners'.

Its marketing strategy was unique in that it didn't actually have any advertising as such, nor any backing from professional distribution channels. Its release as a piece of freely distributable shareware assured it wide permeation of the world's PC community. Frantic word of mouth and an intense following on the Internet built hype beyond all expectations, and just about everyone who dabbled with the shareware version's cut-down levels felt compelled to register for the full version.

The game's roots lay with the authors' previous

Sculptured SOFTWARE INC.

3D PC effort, *Wolfenstein* – the game which so famously invoked Nintendo's then-strict censorship beliefs when it was subjected – blood flying and Swastikas waving – for their appraisal on the SNES. *Doom*'s premise was similar – work through a maze-like 3D area, mopping up nasties on your way to the exit – but where Wolfy used a simplistic environment, id's pseudo sequel incorporated stairways, ledges, open courtyards, windows and all manner of other 'real world' features.

And now, the game that's been claimed to have moved an astonishing 10 million units worldwide (a big-selling SNES game in the UK, by comparison, shifts only 50,000) is on its way to the SNES.

The task of converting such a monster of a game has fallen to Sculptured Software, a ten-year-old development house based in Utah. Their early work involved many fairly insignificant Commodore 64 games, but during the last few years their reputation as a premier codeshop has been cemented with sparkling coin-op conversions like *Mortal Kombat 2* and top original software such as *Boxing Legends Of The Ring*.

Of Sculptured's 100 or so staff, 19 were dedicated specifically to the SNES *Doom* project – a mission that has taken around only seven months to complete. *Super Play* spoke to Vince Bracken, who's currently co-managing the project. He revealed that, interestingly, a SNES version wasn't even on the cards until Sculptured began to get to grips with Super FX technology. "We actually approached Williams and id, because we knew that a SNES version could be done," says Vince. But how did the team get involved with the Super FX? They are, after all, one of only two teams (along with Elite-owned Motivetime and Nintendo cohorts Argonaut) that have so far dared take up the challenge.

"Obviously the biggest question is: Is the technology worth taking the time to learn?" Vince assesses. "Both this project and the *Dirt Trax FX* project [Sculptured's stylish moto-cross racer] should demonstrate the true potential of the FX2. I think we invested the time purely because we could visualise very well what was possible to get out of the chip right from the start."

The most difficult aspect of getting the game up and running was down to its dependence on heavy texture mapping. Take any existing SFX game and look at the ratio between plain and textured polygons – not overly impressive, is it? *Stunt Race FX* achieves the highest level so far, but even then it's rarely more than token touches in scenery such as advertisement hoardings.

"The process involving texture mapping is very tricky. Speed was the most important issue in putting the SNES version together. The game's senior programmer, Randy Linden, spent the majority of his time streamlining the code in order to maintain an optimum speed while still incorporating the best features of *Doom*. The finished version will run at around 15 frames per second."

The biggest loss to SNES owners is floor and ceiling detail. While the same levels are in there, structurally, it's only on vertical surfaces where textures appear – everything else is made up of single-colour polygons. The cleverly lit sections in the original – where certain parts of the gaming environment intermittently flicker with artificial light – have made it over, as have windows which look out upon other areas of the current level.

But how strong will the SNES version be when looked at as a conversion from one of the most powerful gaming platforms around at present, the PC?

"We reckon it's very strong. We've incorporated 22 of the 27 levels from the PC version and there's

These are the most legionary bad guys you'll come across in *Doom*. Needless to say, they take relatively few hits to dispatch. Blast 'em!

These fellows, on the other hand, are Imps, and can cause lots of problems. They shoot fireballs and have nasty halitosis (reputedly).

DOOM

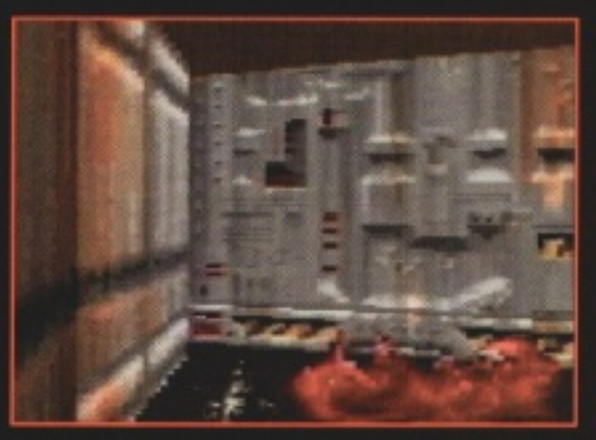
'Eat lead, Marine punk!' Yep, that's what *Doom*'s all about – wanton violence. Actually, it's not wanton at all, because if you don't do it to them, they'll do it to you. Get in there first!

A WORLD OF HURT

These images are from production graphics for the SNES version of *Doom*. Because Sculptured licensed the original graphics directly from id, the finished version's monsters will bear a very close similarity to those of the PC.

The rather nasty geezer on these pages is the Baron of Hell (though quite how he earned such an honour is unclear). Over the page is the Cyber-Demon Lord. Gosh.

It's taken 19 staff seven months of work and one Super FX2 chip to get it onto the SNES. But now, it's almost here.



also all of the bosses in there, plus all of the level layouts themselves are the same as they are on the PC. We also maintained the episodical feel that the PC game has. We think we're giving people without a PC a real opportunity to play one of the most exciting versions of the original. When you play *Doom* on the SNES it should feel very close to the original PC version."

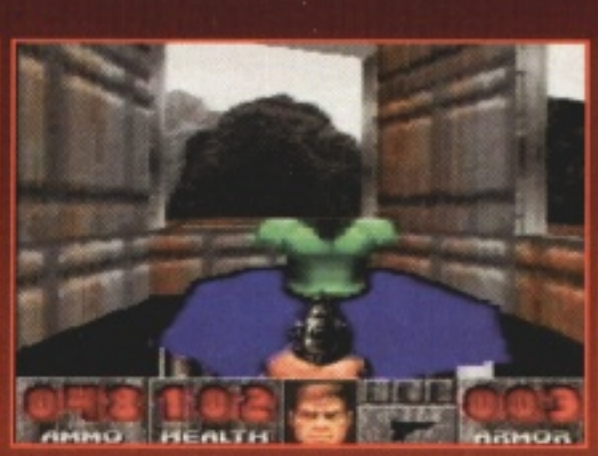
But the PC version is known for its intuitive feel when playing...

"Obviously, the control system was a problem because a SNES joypad just doesn't have the same potential as a full PC keyboard. But I think the game plays perfectly all right using a standard SNES controller – the strafe buttons are assigned to the shoulder buttons on the pad, so they're in a very good position for manoeuvring past flying projectiles."

The game has now appeared on PC, Jaguar, 32X and is due to hit the Mac shortly. It's accepted that the SNES version isn't on a par with the 64-bit Jaguar equivalent, but Vince is convinced they have the 32X effort licked.

"In my opinion, our version is better than that of the 32X for several reasons. Primarily, we've done a better job of recreating the original. We've maintained the episodic feel. We're using the original artwork which allows us to look closer to the PC original. Our levels, apart from ceiling and floor details, are also the same as the PC. And finally we've got all of the bosses and all of the weapons in there. I've heard that the 32X version doesn't have the BFG9000 [the game's most lethal armament – BFG stands for Big, er, Flippin' Gun, or something] unless you use cheats. In ours you'll find it in exactly

DOOM



One of the PC original's ground-breaking features was that it introduced a realtime, 'real world' environment. And it's made it over to the SNES splendidly, with 'look out-able' windows and everything.

the same places that you'd find it on the PC." One factor that has accounted for the PC original's startling popularity is its networked option, where a number of players can link up and enter a playing environment together. The thrill of chasing a human opponent – or being chased – around a sinister 3D world to confront and exchange fire with them is without equal. Alas, this won't be making it to the SNES, sadly, nor will the game be compatible with the American cable gaming system X-Band, as has been claimed elsewhere.

Fortunately, the infamously bloody nature of the game *will* make it over intact. On the subject of censorship, id's head honcho Jay Wilbur has only this to say: "Id will not allow censorship". So we'll be seeing decomposing bodies hanging from manacles on the SNES. And nasties that leave behind a pool of blood after you've taken them out with a particularly meaty weapon. Lovely.

The game is due to be released in the States on Doomsday – September 9th. A UK release has not yet been finalised, but rumour has it Virgin have acquired the game for release here in the run up to Christmas.

With games like *Killer Instinct* and (especially) *Doom* coming to the SNES, the performance of the machine has reached levels previously thought impossible by many. "Can it be pushed further?" ponders Vince. "If I had to bet on it, I'd put my money on us to do it."

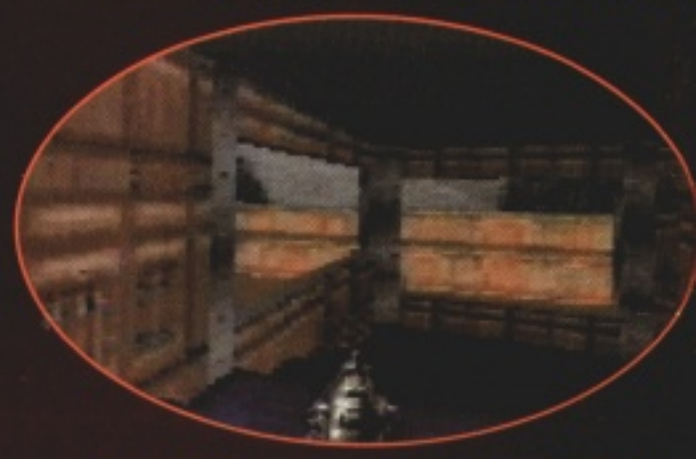
Can you hear the SNES groaning under the weight of those textures?

Yeah! Blood! Guts! Or at least pixellated, clustered version

Unfortunately, the 'tween-level map tells you where you are, but not how much bother you're in.

See the courtyard? No textures. Hey, it's a small sacrifice.

Stairs. Do you follow them up to the unknown? Or retreat to the safety of a corridor? Follow them!



A walking-down-the-stairs shot was never so exciting.

Many levels of the game are played in relative darkness. Which explains these shots.

DOOM: THE MOTION PICTURE

Rumours of a movie based on *Doom* have been kicking around for ages, and Jay Wilbur has recently confirmed that it is happening, thus: "The movie is still in development. The final version is awaiting approval from Universal Studios. No talent has been agreed on yet."

By talent he's referring in the main to Arnold Schwarzenegger, who is, quite unsurprisingly, currently the most favoured torso to place behind a large stack of guns and stuff. The project is apparently being handled by Northern Lights, an American production company headed up by Ivan Reitman, he of *Ghostbusters* fame.

The original plot of *Doom* won't be strong enough to support a movie (but, then, when has any game's?) so expect the producers to 'do a *Street Fighter*' on it.

Will we be seeing Arnie fully-packed and loaded for action in a movie version of *Doom*? It's very likely.

COLLECTING A REPUTATION

The world of *Doom* is a nasty place. To help you on your way there are numerous pick-ups conveniently placed around and about the place. Among these are combat armour (in blue or green, depending on strength), health potions, stimpacks (medikits), radiation suits and invulnerability artefacts.

The most valuable items you should be on the look out for are, of course, weapons. When you start out you're working with raw fists – not the most effective method. The pistol, too, should only be used as back-up armoury. Your focus should be these fellers:

The pistol (in use here) won't be tough enough to get you through the later levels. It would take around 100 shots to take out a Baron of Hell with it, for example, while a mere five or six rockets would do the trick. The pump-action shotgun is the next step up from the pistol and, although there's a delay between shots, it's much better than this pea-shooter.

BFG 9000

The original PC game's manual calls this, "the prize of the military's arsenal... great for clearing the room of those unwelcome guests," and with good reason. A seriously rock instrument of death.

Rocket Launcher

Effective and second only to the BFG9000 as a long range weapon, this can nonetheless prove hard work to aim on occasions. And it shouldn't be used up close because of its wide blast radius.

Chaingun

Very much like the monster wielded by the tobacco-chewing geezer in *Predator*, the chaingun offsets the fact that its ammo is only as powerful as the pistol's by the sheer number it peals off.

Plasma Rifle

Though its plasma energy projectiles are prone to obscuring the view ahead, the plasma rifle is a topper rapid-fire weapon.

Chainsaw

This is very effective when attacking at close range, especially against enemies who can't shoot. It leaves a bit of a mess behind wherever you take it too, which is always good.

Unlike *Wolfenstein*, the action in *Doom* takes place on many different levels. Just like here.

Yesss! Blow his shoulder off! Insult his shoes! Tell his mum on him! Yesss!

The lighter tone of the floor detail here is made by an artificial light-source. Coo-el.

Yes, these shots are all from the SNES . Don't always believe what you see elsewhere.

WILLIAMS DOOMED WITH ULTRA 64

Contrary to continual insistence elsewhere, the Ultra 64 update of *Doom* will not be programmed by id. Instead, Williams' own in-house coders are producing what is effectively *Doom III*.

The NU64 game will be built up with entirely new levels, populated by a slew of brand new monster characters, while retaining the game's inherent gameplay. The new levels will be significantly more complex than those seen in previous *Doom*s, with more detailed building structures and many more decorative touches.

Because one of the NU64's strengths is its ability to generate textured polygons using tri-linear mip-map interpolation, there'll be no pixellation on any of the objects in the game. And the nasties will appear in a very different fashion, too: the machines that currently run versions of *Doom* can comfortably only manage flat, 2D sprites in 3D environments – whereas the NU64 can actually go the whole hog and generate the bad guys in 3D, too. And because it's all happening in full 24-bit colour (which allows for millions of colours on-screen simultaneously) the game will look even more nasty and realistic.

Doom III (or *Ultra Doom* – a name has yet to be finalised) is planned to appear at the time of the Ultra 64 launch in April '96.

THE CHARTS

For weekly UK SNES chart updates you can either tune into Digitiser, Teletext page 470, Channel 4 or use your Dad's PC to read the Super Play page on the Internet at http://www.futurenet.co.uk

OFFICIAL GALLUP UK SUPER NINTENDO CHART

1	INTERNATIONAL SUPERSTAR SOCCER	Konami	SP30 92%
2	DONKEY KONG COUNTRY	Nintendo	SP27 90%
3	UNIRALLY	Nintendo	SP29 85%
4	STARWING	Nintendo	SP7 93%
5	ANIMANIACS	Konami	SP26 28%
6	SUPER BOMBERMAN 2	Hudson Soft/Virgin	SP21 91%
7	ZELDA III – A Link To The Past	Nintendo	SP2 93%
8	SUPER STREET FIGHTER II	Capcom	SP23 96%
9	JURASSIC PARK 2	Ocean	SP27 83%
10	SHAQ-FU	Ocean	SP N/A

MOST WANTED CHART

Compiled by a comprehensive poll of the Super Play team

1. YOSHI'S ISLAND – Nintendo
2. KILLER INSTINCT – Nintendo
3. CHRONO TRIGGER (US) – Squaresoft
4. SECRET OF MANA 2 – Squaresoft
5. GALAGA/GALAXIANS – Namco
6. DIDDY'S KONG QUEST – Nintendo
7. EARTHBOUND – Nintendo
8. JACK BROS. (VB) – Atlus
9. VAMPIRE'S KISS – Konami
10. Mr. DO! – Imagineer

After an exhaustive poll conducted in the hallowed (not to mention sweltering) halls of the *Super Play* office, these games came out on top as our most wanted. We refrained from fantasising about potential Ultra 64 games (Wil froths at the mouth when confronted with U64 *Final Fantasy VII*) but with so much great stuff still destined for the SNES, we didn't need to anyway. Old gamers as we are, retro figured strongly on the list with Tony hankering after *Galaxians* and Wil going after *Mr.Do!* But everyone agreed that the most potentially blockbusting game was *Yoshi's Island*.

AMERICAN CHART

Compiled by Chuck Winkle

1. DONKEY KONG COUNTRY – Nintendo
2. FINAL FANTASY III – Squaresoft
3. NBA Jam – Tournament Edition – Acclaim
4. THE LION KING – Virgin
5. MADDEN NFL '95 – EA Sports
6. EARTHWORM JIM – Virgin
7. MORTAL KOMBAT II – Acclaim
8. JUSTICE LEAGUE – Acclaim
9. OGRE BATTLE – Enix
10. KIRBY'S AVALANCHE – Nintendo

The majority of the American games buying public must have the imagination of a CD-i owner. Not only do the same games lurk around the US charts for ages (and they're not always the particularly good ones) but when a new game does make an appearance, it's often obviously selling on its name alone. *Justice League – Task Force*, which we review this issue, is a prime example of lame licence fodder. At least they know a good RPG when they see one. Half of the games-related stuff from the States on the internet is about *Final Fantasy III*.

JAPANESE CHART

Compiled by Famicom Tsushin and Wil Overton

1. SIM CITY 2000 – Imagineer
2. NICHIBUTSU ARCADE CLASSICS – Nichibutsu
3. SUPER BOMBERMAN 3 – Hudson Soft
4. SUPER NAZO PUYO – Banpresto
5. CHRONO TRIGGER – Squaresoft
6. SUPER DONKEY KONG – Nintendo
7. J-LEAGUE EXCITE STAGE '95 – Epoch
8. SNOOPY CONCERT – Mitsui Fudosan
9. SUPER ROBOT WAR 4 – Banpresto
10. WINNING POST 2 – Koei

There's no doubting it, even with amazing advances still being made in Super Famicom gaming, looking back to the past is still a favourite occupation of Japanese gamers. Witness then, the amazing entry at No.2 of the *Nitchibutsu Arcade Classics: Moon Cresta, Crazy Climber* and *Frisky Tom* as they crush the might of the next generation. Elsewhere the bizarre curry creating antics in *Super Nazo Puyo* show the pull of the distinctly odd cast of Compile characters. Don't expect to see this particular game blocking up the bargain bins at your local Game Zone. Pity.

ELSPA

ART

Tsushin

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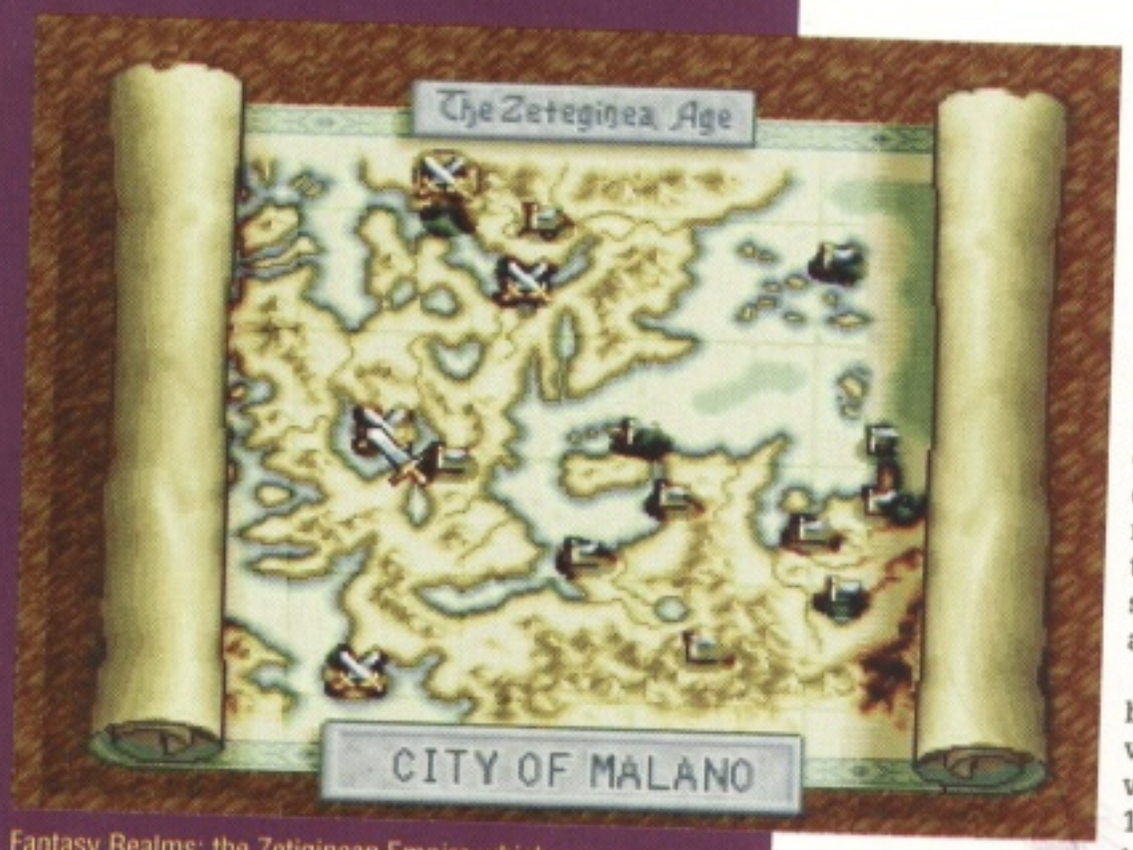
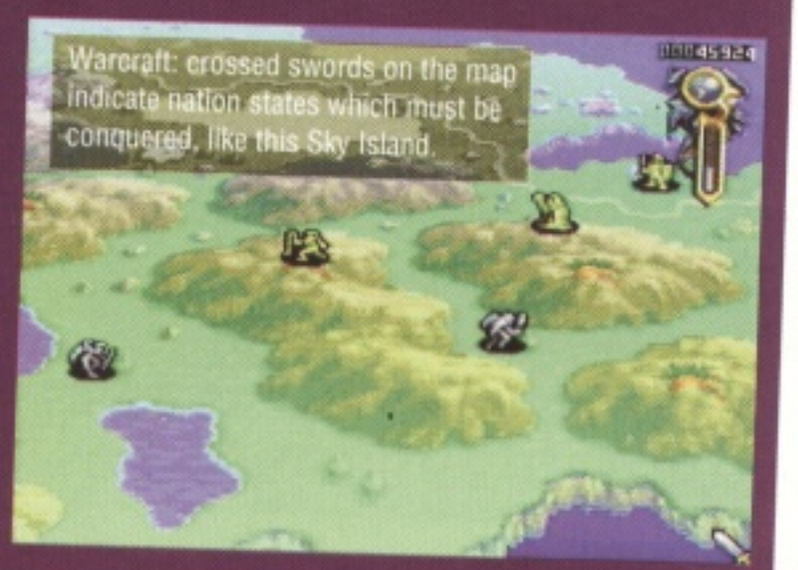


Fantasy Realms: the Zetiginean Empire which you must overthrow with rebel forces.



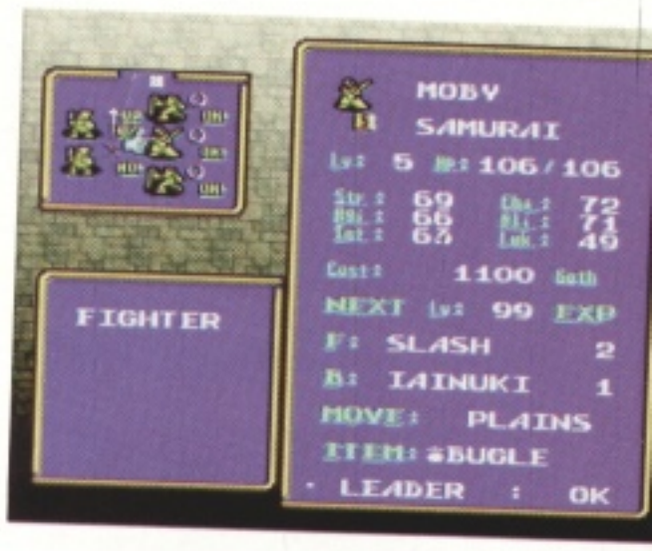
OGRE BATTLE

Time to put on your pointy hat and strap a skean dhu to your thigh as we take a trip to... Fantasy Island.

Come on, we know who you are. You spend all Saturday morning down at Games Workshop talking about fireballs and admiring the paintwork on Biker Bloke's lead miniatures. Then you leave with a quidsworth of funny dice. And you stopped magazine skimming on these pages when you saw the cockatrice attack squad.

Having wrestled briefly with a Japanese version of *Ogre Battle*, which appeared in 1993, I was determined to get my hands on this translation. Raising my mighty soul-eating sword AVENGER to the stormy heavens, I threatened the *Super Play* team with a runic hex if they did not grant me the review. For some reason they called me a sad, deluded and bitter old pedant and laughed at the scabbard I had fashioned from corrugated cardboard. But the wretches didn't notice me slipping the cart into my magical Bag of Holding, and with a rustle of plastic I disappeared into the shadows.

Sad, am I? There's an excellent little strategy game here. Hardcore warmongers will spot several flaws in the tactical side, and it's odd that you're penalised for building up your levels too fast. But the



Strategy: assemble mixed units of warriors and beasts in your service.

scenario is compelling and it's surprisingly friendly to control.

Bitter, am I? SNES programmers of the West, hang your heads in shame. Or else explain to me, and every other player, why an obscure two-year-old Japanese game should have a quality of graphical and musical presentation that shows up your uninspired and formulaic platformers for the cynical exercises in taking money from kids that they really are.

Pedantic, am I? *Ogre Battle*'s only real failing is that it doesn't involve you sufficiently in the battles. Your participation in the actual fight sequences is limited to issuing a general strategy; invoking the magic of the tarot cards to help out weak parties; and occasionally ordering a retreat. Other than that, you just sit back and watch two computer-controlled opponents scrap it out. The strategy, and in fact 90% of the

game, rests in assembling the appropriate units and ordering them to advance or defend. You'll inevitably discover your own winning formula and get into the swing of things; but around scene 15 you feel a bit like General Haig, left to shuffle coloured pins around on a map whilst the real fighting happens 30 miles away. The option to take over individual battles in a turn-based combat system could have made all the difference, but it's sadly absent.

PC owners have been enjoying this sort of game for years, and Enix is clearly testing the choppy waters of consoledom with this belated translation. And yet *Ogre Battle*'s sequel, the enchantingly titled *Tactics Ogre (Let Us Cling Together)*, is already on the verge of a Japanese release: it promises to be a fantasy version of *Front Mission*.

Let's hope we don't wait another two years for that one, eh? Or else I might have to wobble AVENGER in some other heathen faces.

● ZY Nicholson

American Release

Game: Ogre Battle
Publisher: Enix
Developer: Quest
Price: £59.99
Release: Out Now
Players: 1
Cart ROM: 12Mbit + BB
Cart on loan from:
Game Shack 01384 242513

I REALLY AM LUXOR THE MOONPRINCE

As an introduction to *Ogre Battle*, a wizard called Warren (yes, Warren the Wizard) draws Tarot cards and poses multiple choice questions designed to build a simple psychological profile of your heroic character. A couple of the questions are actually a bit harsh, especially in mixed company.

Later in the game I discovered, rather worryingly, that I was completely evil. The empire I had created was twice as bad as the one I had overthrown. I was so incensed by this slur on my character that I ordered Warren into certain death at the hands of overwhelming enemy forces. Heh, heh, heh.

The spooky castle chills your soul...

Warren is, alas, a superstitious beardy-weardy.

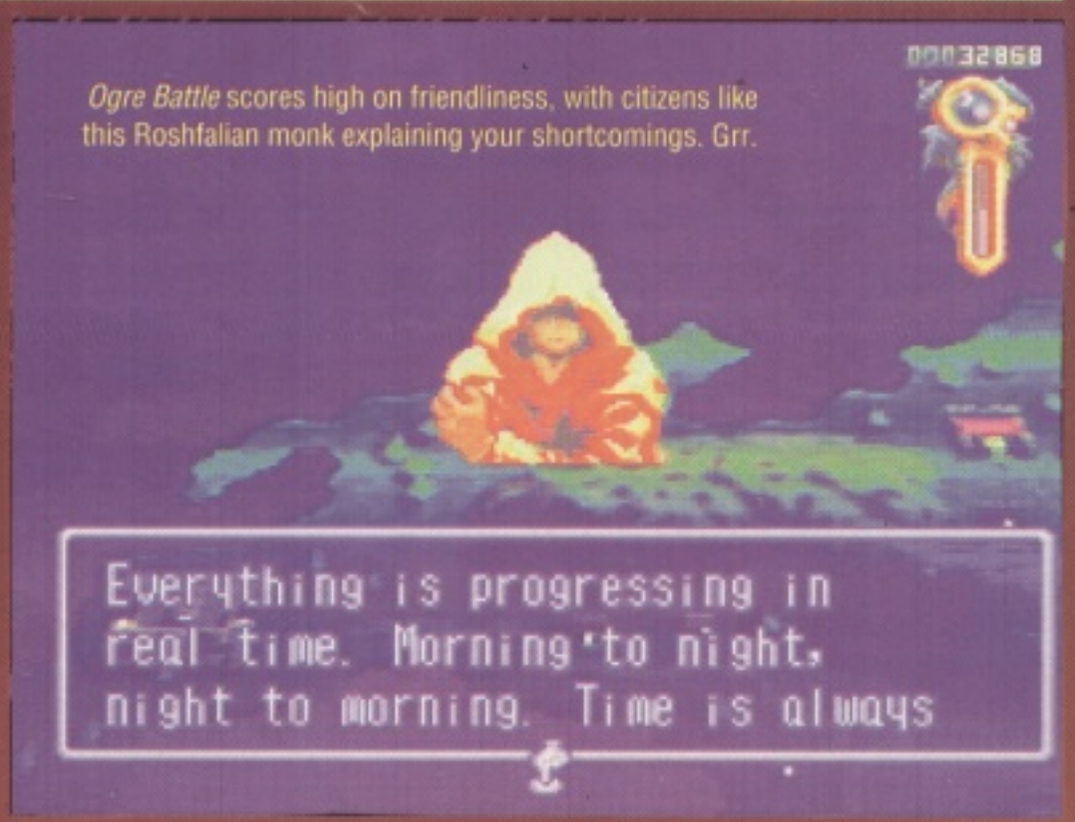
My real answer wasn't in his options.

I have made it my task to spill blood across the land.

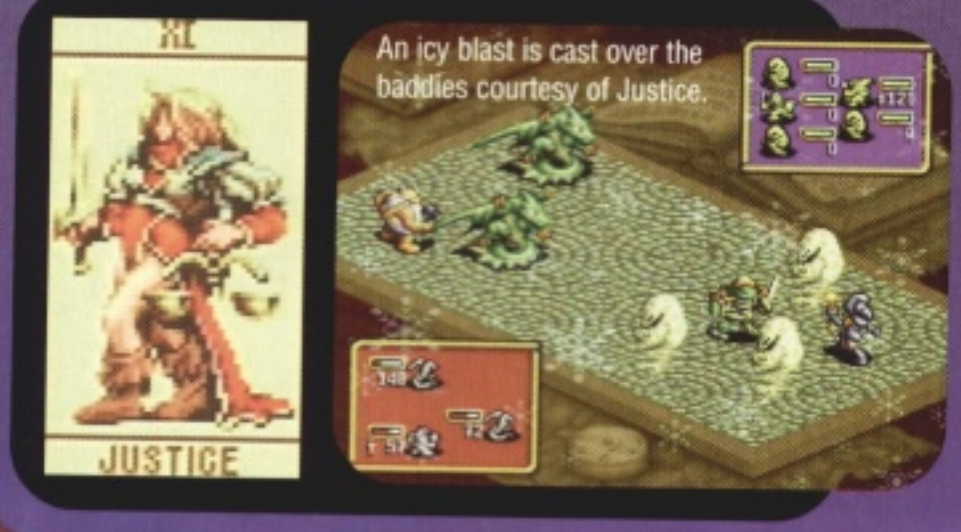
AS TIME GOES BY... AGAIN

The hands of time move constantly in *Ogre Battle*. Besides its obvious cosmetic attraction, the cycle of day and night has to be considered in your choice of forces. During the daytime, creatures of good alignment are strongest and take less damage. Night is the time for werebeasts and the undead to gain the advantage. Occasionally you'll come across magic items that can switch day to night and vice versa.

Right and below: A rich golden light falls across the plains. Watch out for the ghosts of Pogrom Forest, unless you're a 10th-level cleric.


Ogre Battle scores high on friendliness, with citizens like this Roshfalian monk explaining your shortcomings. Grr.
Everything is progressing in real time. Morning to night, night to morning. Time is always

FORTUNE AND THE HANGED MAN



Tarot Cards are awarded when you liberate a city (see right). They demonstrate the respect the citizens have for you and will boost your attributes, but can also work against you if you're unpopular. You can hold up to 14 tarot cards at any time, any of which can be drawn during a battle to cast powerful offensive, defensive or summoning spells.

Devil Card & Devil Spell
Draw the Death Card and your unit becomes the Grim Reaper incarnate. Enemies on low hit points are automatically destroyed by the slash of his scythe.

Hierophant card & hierophant spell
A hierophant traditionally interprets and explains religious mysteries, but the result of drawing a Hierophant card in *OB* is to send your opponents into a deep slumber. A joke for the Classics students, we suspect.

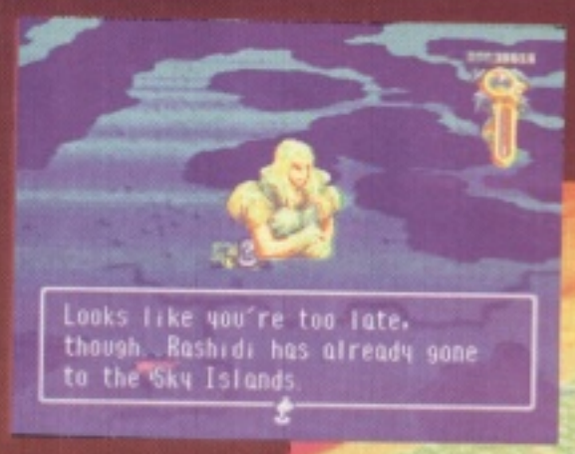
World card & world spell
Some spells can serve to heal your unit or protect them from attacks. The World card raises a magic shield that's particularly useful against bosses, mages and bullets fired from book depositories.

Justice Card & Spell
Call upon the scales of balance to deliver 'Justice' (in the voice of Martin Sheen). Actually, the Justice card delivers an icy blast of snowflakes. Sometimes in a very unjust manner. We admit it, we're puzzled.

WHAT WE DO EVERY NIGHT, PINKIE...

The aim of *Ogre Battle* is to take over the world in 30 taxing battles with the Zeteginean Empire, recruiting forces on the way. The game's plot varies depending on your reputation with the common people and your alignment with good or evil.

The game's flow requires you to deploy your forces, move out across the map, liberate cities and explore for treasure. Engaging enemy units is conducted in a similar view to Capcom's *Breath of Fire*, with the side inflicting the most damage after two rounds forcing the other to retreat. There is a story of sorts, but it's revealed sparingly and would take many replays of the entire game to work out. The numerous endings depend on your final alignment and reputation.



Ogre Battle isn't an RPG, although you will receive brief messages from the major characters like General Figaro here.

If you can't convert them to the cause, wipe them out. General Figaro attempts to defend his honour with a special sword technique.

OGRE BATTLE

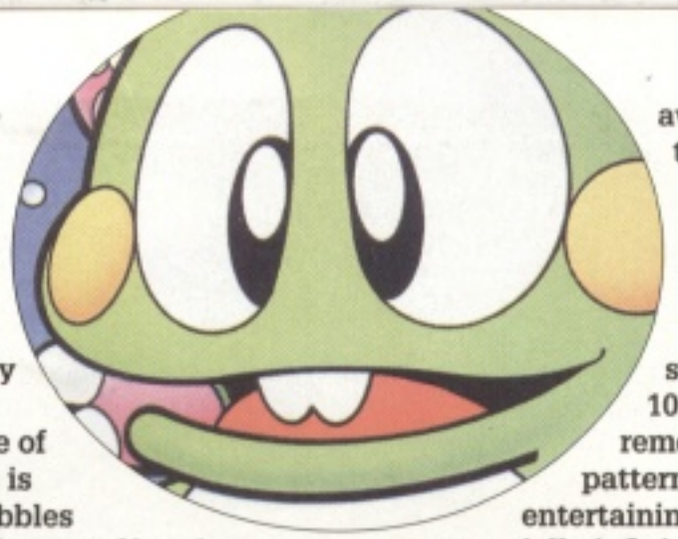
Enix

GRAPHICS	SOUND	GAMEPLAY
90%	90%	74%
GAMELIFE	OVERALL SCORE:	
76%		80%

VERDICT: The sheer pleasure of kicking in a squad of paladins with a zombie dragon unit almost makes up for the game's lack of variation, so fantasy fans should definitely give it a look. The skean dhu / thigh arrangement is purely optional, however.

PUZZLE BOBBLE

One bobble and you're bibbled...



Puzzle Bobble is, like *Tetris* and *Super Bomberman*, a videogame for people who don't play videogames. It doesn't have any character with which you need to identify (despite little Bub and Bob's presence at the base of the screen, your attention is always focused on the bubbles themselves) – it's a straight test of hand-eye co-ordination and quick-thinking.

And it's a very good one. It's easier to pick up than both *Tetris* and *Super Puyo Puyo* (its nearest relative), because you only need to aim your bubble and press fire rather than having to worry about rotating anything to fit anywhere. First time out, in fact, it all seems worryingly straightforward, but play it some more and, like all good puzzle games, you'll discover playing tactics which lead to big points.

In its Neo Geo CD guise *Puzzle Bobble* is the current flavour of the month here in Beauford House. If you go upstairs from the *Super Play* office you'll find the *Edge* boys hammering away at it; downstairs and the bods on *UFG* will be having head-to-head challenges. It's the game's two-player mode that gives it long-term appeal.

The one-player challenge stages – of which there are 100, each involving the removal of a set number and pattern of bubbles – are entertaining, if rather easy, but the potentially infinite-play option isn't nearly as addictive as even a bog standard game of *Tetris*. Like *Puyo Puyo*, you can take on a number of computer opponents – all of whom you might well recognise from their supporting roles in the original *Bubble Bobble*.

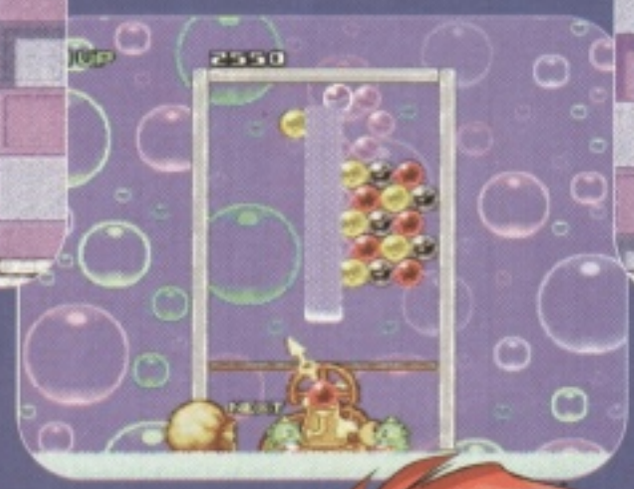
Pac Attack had all the elements in place for a great puzzle game but simply lacked that vital, hard-to-define spark in play, but *Puzzle Bobble* definitely has it there. *Puyo Puyo* still rules though, because of its deeper playing strategies, but if you can't get hold of it (or *Kirby's Avalanche*, obviously) you really should grab this.

● Tony Mott

FOREVER BLOWING BUBBLES

In the one-player challenge game, three types of special bubbles appear among the formations. Long-serving frequenters of arcade establishments will recognise their origins. Yep, they're straight out of *Bubble Bobble*.

When you connect with one of these, a wave of water will cascade down the screen, turning all it touches the same colour.



These set off electrical charges which travel horizontally across the screen, totally severing any links with lower bubbles.

And these firey doobries simply rip out a chunk of bubbles.

Japanese Release

Game: Puzzle Bobble
Publisher: Taito
Developer: In-house
Price: See importer
Release: Out now
Players: One or two simultaneously
Cart ROM: 4Mbit

PUZZLE BOBBLE
Taito

GRAPHICS	SOUND	GAMEPLAY
80%	78%	85%
GAMELIFE	OVERALL SCORE:	
87%		84%

VERDICT: Not quite up there with *Tetris* and *Puyo Puyo*, but a great little puzzle game nonetheless – especially with two players taking part.

JUDGE PICKLES

A guide to getting out of just a few of the hairy situations in *Judge Dredd*...

If you're low on energy you're pretty much stuffed. But for a laugh, why not try crawling out of danger in truly cowardly fashion.

Don't fancy taking on a perp head-on? Then climb down the ladder a little bit and let fly with a volley of rockets.

It's 2am, your eyes are sore and you still haven't got that all-important password. There's only one thing to do. Get shot a lot and await the inevitable.

When the *Judge Dredd* movie is released both here and in the US it'll be the same film on both sides of the Atlantic, but the reasons for going to see it will be completely different. You see, Judge Dredd and the comic that spawned him (*2000AD*, as if you needed reminding) is still largely a British phenomenon and has only ever attained a tiny cult following in America. However, you can't keep a good story down, and so it is that both countries get a movie of the comic and while we'll be going to see it in order to find out what a terrible job those ignorant Americans have made of our finest law-enforcer, they'll be flocking to see what will simply be the latest Stallone picture.

Whatever the quality of the film though, I am somewhat shocked to hear myself say that Acclaim have, thankfully, plumped for the standard platform formula for the game licence. OK, OK so we normally complain about the continual churning out of platform licences and scream bloody murder about the lack of originality, but the fact is, there hasn't been a single game

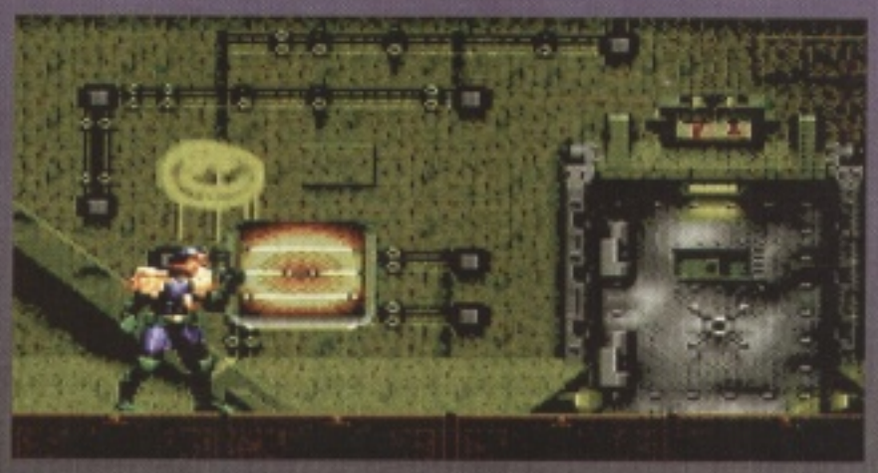
UK Release

Game: Judge Dredd
Publisher: Acclaim
Developer: Probe
Price: £TBA
Release: June
Players: 1
Cart ROM: 16Mbits

JUDGE

By the cleft in my mighty chin I will clean up this city or my name's not Leslie Judd, er, Leslie Judge, no, Judge Dredd, yes, that's it, Judge Dredd.

Against the backdrop of wispy clouds and a brilliant blue sky, a burning metal thing billows out clouds of black and toxic fumes. Nice.



Some cyber-wag has rather artfully graffittied this underground chamber with a smiley face.

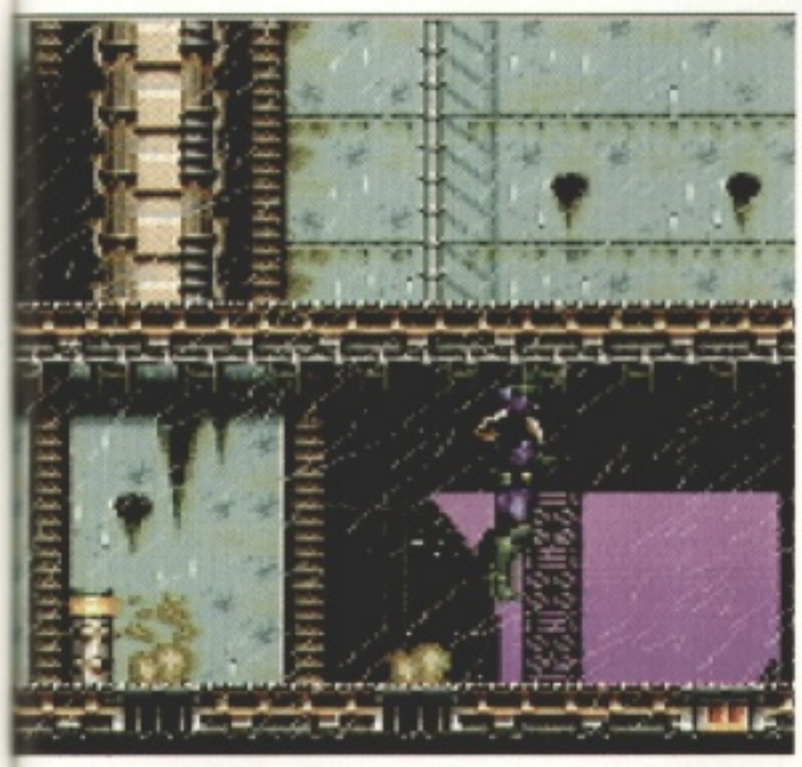
Here, a native attempts to use dowsing rods to locate Judge, who is quite clearly on the other side of the wall.

based on a comic book character that has been any damn good, so maybe it's best for everyone concerned that the game sticks to a tried and trusted formula. And besides, for once, the game's actually alright.

The game is, strangely, reminiscent of *The Hulk* from US Gold which itself was an alright-ish title but gameplay-wise it's more in line (both in quality and style) with *Alien 3*.

As would be expected, the scenery is a mixture of slummy bleakness and scientific malarkey of the sort which almost everyone in science fiction seems to think our society is heading towards. It all gets a bit depressing and I for one would have liked to see a couple of levels taking place in a nice shrubbery-laden beer garden on a particularly sunny day, but I guess this is Dredd after all, so who am I to complain?

And while we're on the subject of the great Judge himself, let's just make it clear that any real Dredd fans out there shouldn't really pin too much emphasis on the main character. All right, the game is based on Judge Dredd, but you'd be better off treating this simply as a pretty smart videogame as anything that's likely to tickle your Dredd-related fancy. Unless of course I'm completely wrong and there are people out there sad enough to stare at a collection of pixels that slightly resemble Judge Dredd and actually believe they are the man himself. The point I'm making is that this game has far more merit as a playable platformer than as significant part of the whole *Judge Dredd* legend.



Judge hangs from the ceiling in his famous 'spiderman, spiderman, I can do anything spiderman can' routine.

I'LL BE THE JUDGE OF THAT

Dishing out justice the Dredd-ful way...

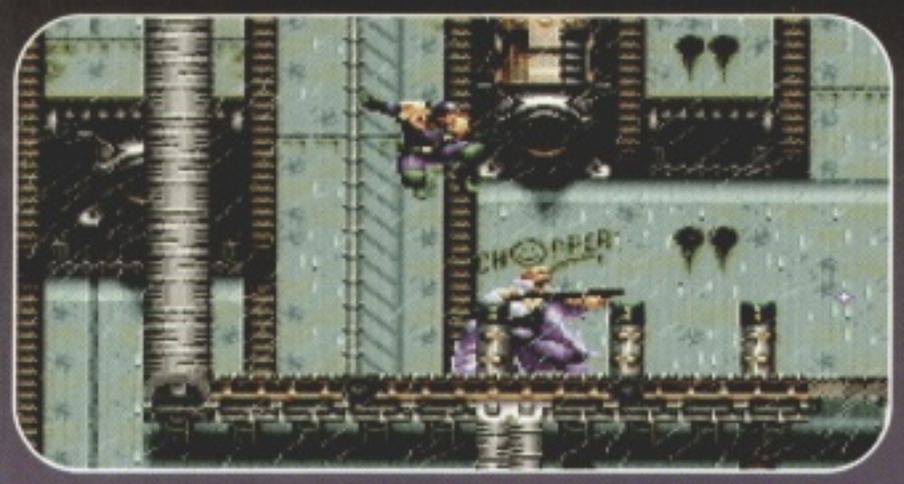
You've hit a perp where it hurts and he's decided enough is enough. Now, while he's in this surrendering position you can either arrest him, that's nice. Or...

... you can give him that extra punt in the ribs which will send him up in a puff of fire. Not as good points-wise, but far more fun, you must agree.

DREDD

DRUDGERY-FREE

The easy way to dispatch some of those awful "perps"...



You don't want to take too many of this bloke's gun shots, so the best bet is to jump straight in with a flying kick then kick him again. Sorted!

This one's a complete girlie, so just casually walk up to him and let fly with a single kick to the nads.

AAAARGH! Not to be messed with this one. Keep a bomb in reserve and let him have a taste of it at your earliest convenience.

This chap is a bit smart with his fists. There's no other option but to get stuck right in there and keep kicking until he goes up in smoke.

Getting back to the important stuff – the gameplay. It's pretty standard in a lot of ways, but the whole seems to add up to a lot more than the sum of the parts. Dredd is well-animated, but moves at a good pace and can walk, run, crawl, jump, hang from ceiling, kick, punch and, of course, shoot. There's nothing new but the smoothness is the key and there's never a moment in which the play seems awkward.

Predictably enough, there's a selection of weapons to be had and, predictably again, these are made up of guns and bombs of varying sorts. It's not immediately obvious what the specific purpose of these are designed for, but, as play progresses, you find some weapons are more useful than others. As for difficulty, there's not so much a difficulty curve as a difficulty line that's just set permanently on high. There are plenty of adversaries around to deal justice out to, and the levels are huge, but it's not only this that makes it challenging. The way the game is constructed means that unless you take real care to seek out the hidden stuff, you'll barely make it through a set of levels to the next password. The game really rewards hard work and skill, and I think it's probably this that makes it a far more satisfying experience than most games of this sort.

And finally, let me just say what a laugh it is to be able to decide on the fate of your enemies. Give 'em a quick blast, and they drop to their knees. It is then up to you to either arrest them and send them off to jail, or, more satisfyingly, you can issue the death penalty and blow them away. Ho, ho, ho... But the game isn't entirely without a conscience. If you do choose to dish out the rather more brutal sentence, then you get less bonus points than if you'd simply arrested the perps. Still who gives a damn about points, eh? And, besides, I am the law.

● Andy Dyer

Ha, ha! That stupid soldier won't know what's hit him.

JUDGE DREDD

Acclaim

GRAPHICS	SOUND	GAMEPLAY
89%	80%	81%
GAMELIFE 85%	OVERALL SCORE:	82%

VERDICT: Doesn't even try to do justice to the licence, but thankfully it still manages to deliver a bucketload of classically powerful platform action. Oh, and it's one of the hardest games of this sort I've played.

NO JUDGE JOKES LEFT

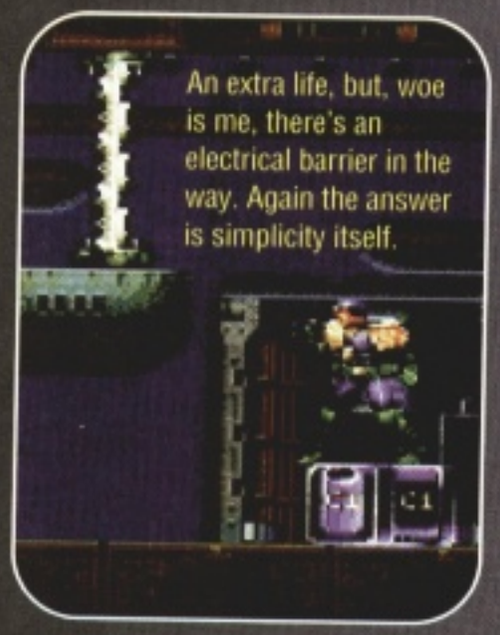
On the first level, don't destroy this crate. Instead push it right up against the wall so you can hop over the top.

Now push this second crate aside or destroy for an extra bonus. See that ladder? Use it to get an extra life.

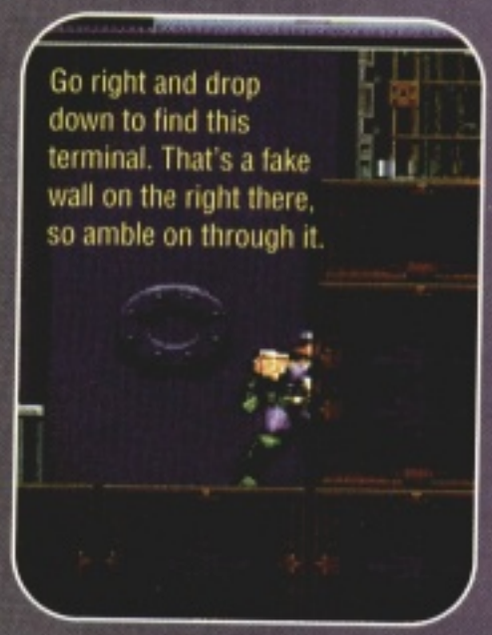
So, simply a guide to finding some hidden stuff...

This is not a secret bit as such, but it's useful to get those crates up there. It may seem a little tricky, but the answer is really quite simple...

Just climb the ladder and jump left while pushing up and you'll cling to the ceiling like a pair of static-filled pants clinging to the tumble dryer.



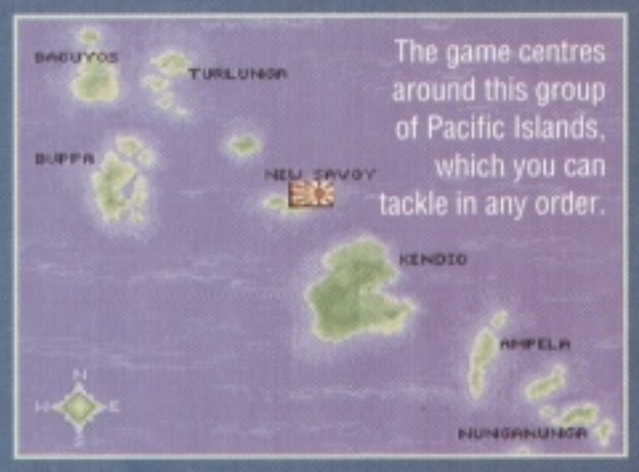
An extra life, but, woe is me, there's an electrical barrier in the way. Again the answer is simplicity itself.



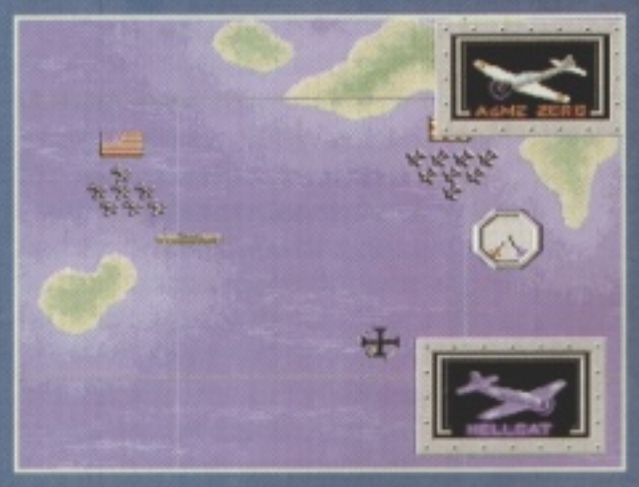
Go right and drop down to find this terminal. That's a fake wall on the right there, so amble on through it.

Another monitor. Instead of using it, kick it and this will deactivate that electrified barrier.

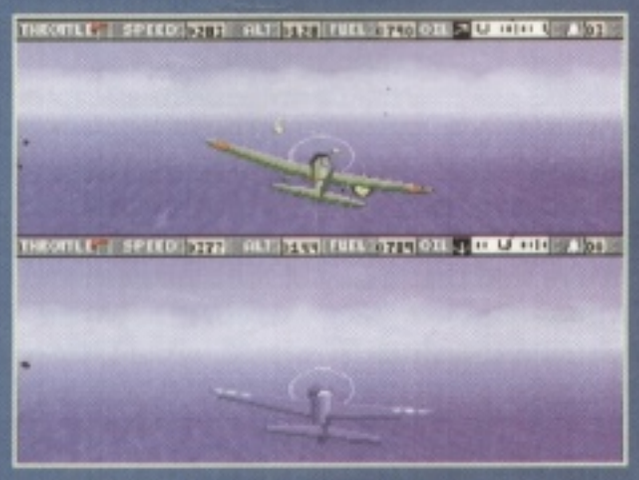
CARRIER ACES



The game centres around this group of Pacific Islands, which you can tackle in any order.



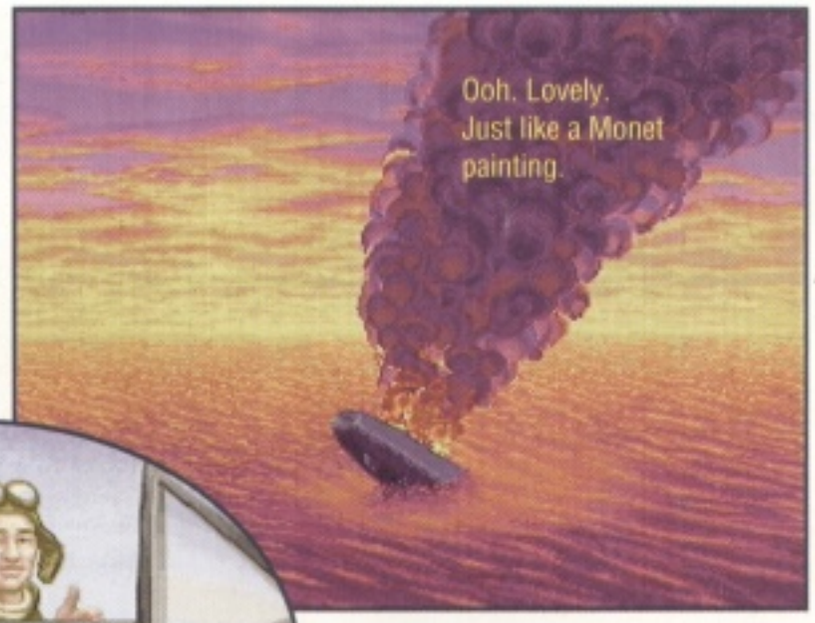
The Japanese and American sides face one other, with eight planes each.



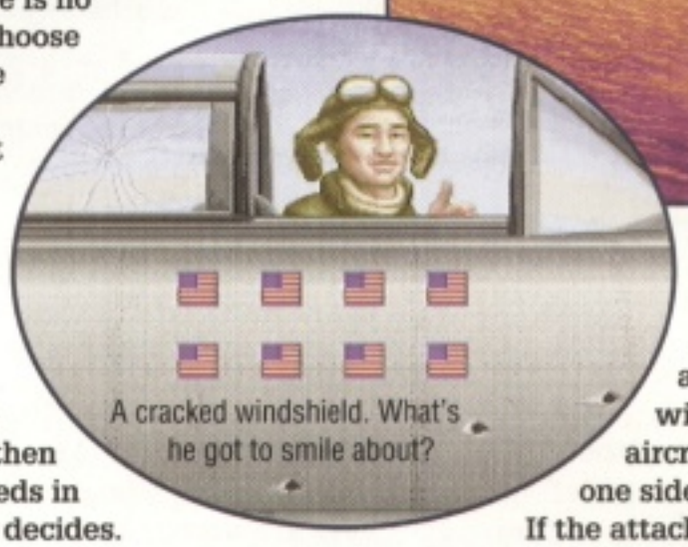
Before anyone can attack anything, though, you've got to endure this terrible dogfighting sequence.

Carrier Aces started off looking reasonably good. There was a map with some carriers and planes on it, which looked like it might develop into some sort of interesting strategy scenario. And there were some Mode 7 flying sequences, covering everything from dogfighting to dropping torpedoes. This was only for nine seconds at the most, however. Then all became apparent.

For a start, there is no strategy. You can choose which island you're going to fight for from the seven that comprise the game, and then choose eight aircraft to attack/defend each objective around that island, but that's it. From then on the battle proceeds in the order the game decides.



Ooh. Lovely. Just like a Monet painting.



A cracked windshield. What's he got to smile about?

Before you can attack or defend everything, both sides have to choose eight aircraft which must face each other in a 'dogfight', with the aggressor proceeding to the target if he wins. These bits are by far the worst parts of the game. "Novice pilots will be found swirling around in tight circles with whomever gets a lucky shot being the winner," says the manual patronisingly. But, in fact, that's all you can do – fly left or right, or go higher or lower a bit. There are no rolls, or loops, or high-G yo-yos, or any of the other manoeuvres which traditionally make up dogfighting. And battles frequently end in deadlock, with both planes chasing each other round in circles and not managing to get a shot in, or one plane flying off into the distance and the other not being able to catch up, and having no choice but to crash into the sea for the game to continue.

And, bizarrely, all this happens as a series of one-on-one battles, with the attacking and defending aircraft pairing off repeatedly until one side runs out of planes.

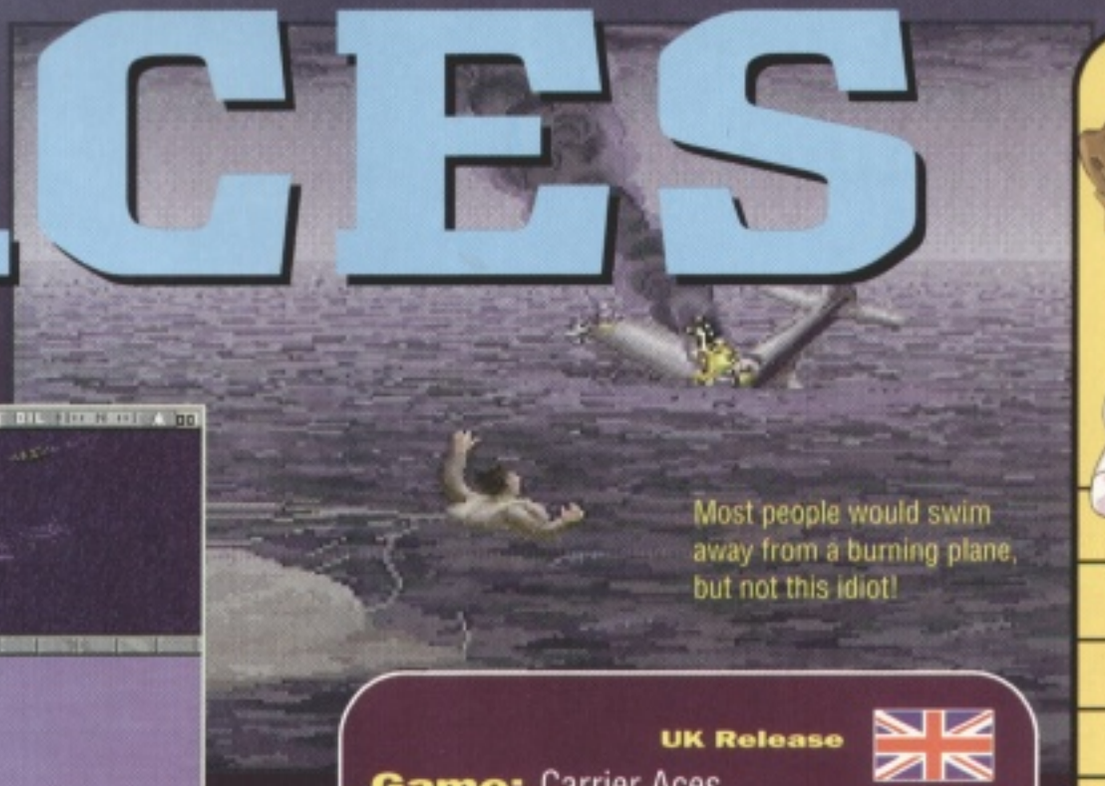
If the attacking side wins the 'dogfighting', he can go on to attack the target – again, with one plane at a time – while the other side tries to shoot him down. These bits work okay, but you wouldn't want to play each one more than two or three times. But, despite this, you'll need to play each one several hundred times during the course of the game, causing your brain to liquefy and flow out through your nostrils.

The various components of *Carrier Aces* resemble the simple arcade sequences which are often added to complicated strategy games by programmers fearful that they may be accused of having no sense of fun. Except, in this case, there is no complicated strategy game, just the simple arcade sequences. This causes me to despise *Carrier Aces*.

● Jonathan Davies

CARRIER ACES

The one who's got some planes left can then go on to attack the target by strafing, dive-bombing or torpedoing it, depending on what sort of planes he's got.



Most people would swim away from a burning plane, but not this idiot!

UK Release

Game: Carrier Aces
Publisher: Gametek
Developer: Cybersoft
Price: £50
Release: Out now
Players: One
Cart ROM: 8Mbit

CARRIER ACES

Gametek

GRAPHICS	SOUND	GAMEPLAY
72%	55%	45%
GAMELIFE	OVERALL SCORE:	39%
4%		

VERDICT: A desperately thin attempt to create a flight simulator for the SNES. Japanese kamikaze pilots would be insulted, if they hadn't all killed themselves.

JUSTICE LEAGUE

Acclaim

GRAPHICS	SOUND	GAMEPLAY
65%	55%	35%
GAMELIFE	OVERALL SCORE:	
20%		30%

VERDICT: Before going into town, put on your mum's old tights, your dad's baggy Y-fronts and stick a dustbin bag around your shoulders like a cape. Your embarrassment will be as nothing compared to that felt by anyone who buys *Justice League*.

Practically any old superhero can join the Justice League these days. All you need do is add a ™ to your name.

Despero invites some friends aboard his space station stage (here presented in full – there's no parallax in space, it seems).

ZY: So, this is *Justice League* once again. Let's define my keys and start with the Story mode, shall we?

HAIRY (a passing housemate): Ooh, what's this? Let's have a two-player game. *[Tries to interrupt game with pad 2.]* Nope, nothing at all. You'll have to reset.

ZY (having thought HAIRY had left for a night out): Right you are... Hang on, my keys are wrong. It's reset all the options, too.

Five minutes and three bouts later...

Superheroes don't have a second kit, generally, so this is how you tell them apart in a same-on-same versus match. Clear as crystal, eh?

HAIRY: Er, yeah... I'm off out, I think. *[Zy frowns at the evening of WORK ahead.]*

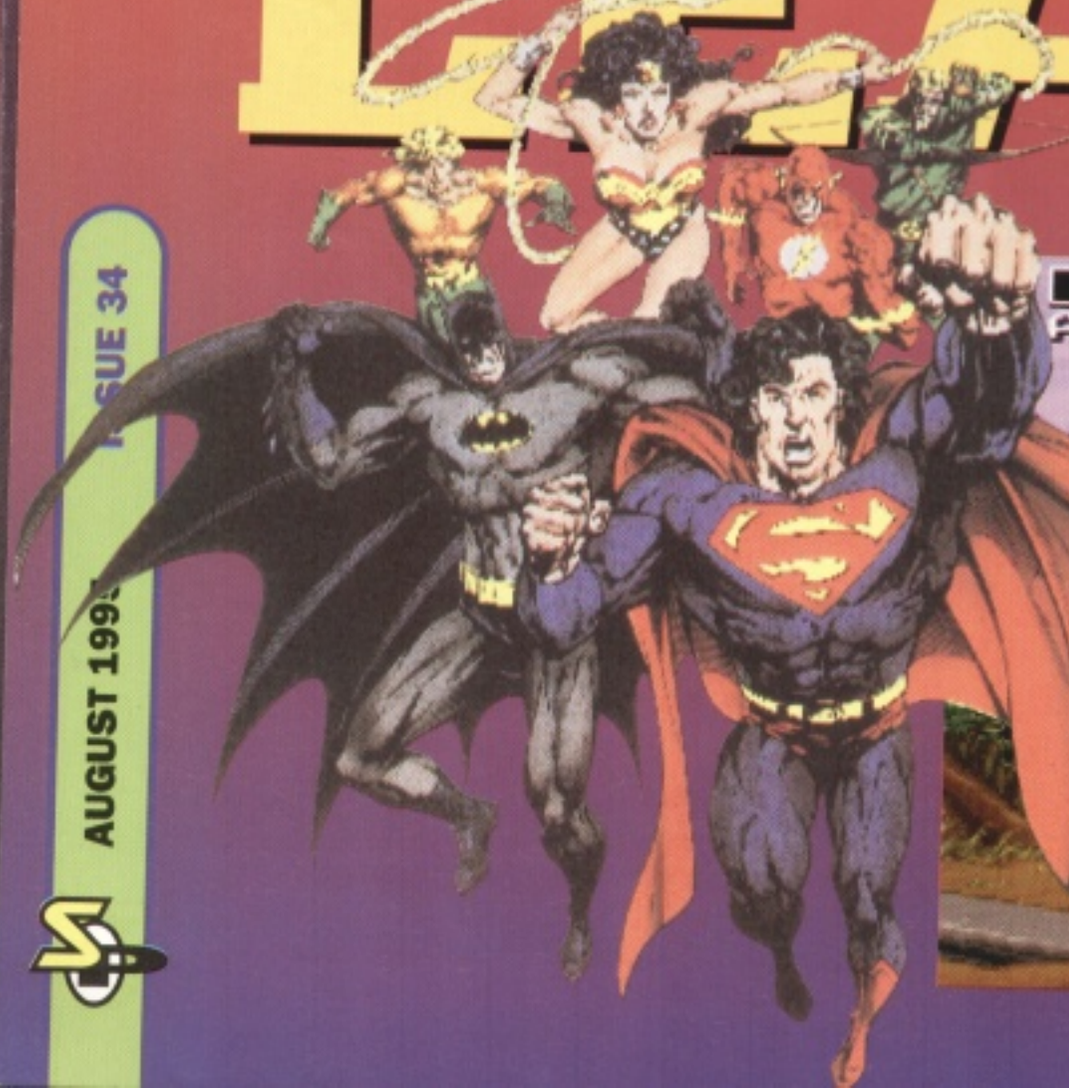
Sorry to destroy the illusion, folks, but I really thought we'd seen the end of these efforts. Towards the end of 1994 there seemed to be a realisation amongst our native software houses that no beat-'em-up could touch *SFII* or *MKII* for popularity, and the influx of substandard padbashery inflicted upon the UK tailed off.

Justice League is a curiosity. It's a rather poor *SFII* clone with all the traditional woes of sluggish control, bad weighting, oversized sprites and woolly contacts. Combos? What are they? Practically all the special moves for all the characters are accessed by fireball or yoga flame motions; the game even seems to have trouble recognising anything else, like The Flash's dragon punch.

But here it is, in the middle of 1995, being peddled to the gamesplaying public in apparent naïvety of everything that's come before.

We're told that many of the Japanese and US games unavailable in this country would simply cost too much to release in the UK. So

JUSTICE LEAGUE



Aquaman looks well clear – but no. This 'contact' flash reveals the roulette game that passes for collision detection in League. Other minor bugs surfaced during my playtesting of the finished cartridge.

how this dull 16 megabit cart has made it on to the shelves, presumably with an expectation to make some money, is completely beyond me. It's not the worst beat-'em-up I've ever seen – *ROTR* still holds that accolade – but in the course of reviewing this game to the point where I was confident enough to issue the verdict, I played it far more than I ever wanted to. Despite a couple of nice ideas, the thoughtless design and clumsy programming obscure that glimmer of fun faintly visible on the horizon.

For example, why is there no learning curve in the difficulty levels? I snored through grade 1 and 2 with no continues and perfects on my very first play, working out the moves as I went along. But on grade 3 (normal difficulty, supposedly) I was suddenly stuffed without mercy. Most battles were resolved unsatisfyingly with unblockable damage, except when the CPU opponent entered one of its occasional 'stupid' phases and took everything on the chin without a care.

On a personal note, I still abide by the no-throws code. Whilst they don't do much more damage than a fierce attack, *Justice League* has countless opportunities for cheap throws. No sir, I don't like it.

I'm out of space, and I haven't even started on the basic premise of the game. Seriously – that is, if I'm not misusing the word – how can Green Arrow beat Superman in a fight?

● The Zy™

DAILY PLANET
DARKSEID DECLARES WAR ON EARTH!
U.S. MILITARY BASE DARKSEID'S FIRST TARGET
UNITED NATIONS MOBILIZES MULTINATIONAL FORCE
CALL GOES OUT TO WORLD'S HEROES FOR HELP

This one screen is about the only difference between Story Mode and Battle Mode. Savour it.

UK Release

Game: Justice League
Publisher: Acclaim
Developer: Blizzard
Price: £44.99
Release: Out Now
Players: 1 or 2
Cart ROM: 16 Mbit

NOT-SO-SUPER HEROES FIGHT IT OUT

SUPERMAN

Minty fresh breath confidence.

Frank Miller's portrayal of Superman as a simpleton working for Reagan was a neat twist in the Dark Knight novels, but, back in the 80s, DC Comics tried revamping Superman for a wider audience. They gave him a ponytail and yuppie glasses, and made him a connoisseur of wines: we'd rather watch *The New Adventures of Lois Lane* – er, sorry, Superman – than suffer this incarnation.

"My hand's on fire!" "Mine too!"

Oh, go and catch the real criminals.

BATMAN

So, what are your super powers, Batman? "Why, I am the Dark Knight, the masked vigilante who springs from the shadows wherever there is crime afoot." And? "Er, I'm very fit... I do martial arts, lot of squash… er… oh yes, and I've got a utility belt, you impudent wretch. What do you say to that, eh? Bet you haven't got one."

WONDER WOMAN

Using her crossed bracers, the magically-endowed Amazon from the invisible island can reflect projectiles back at an opponent. Just as long as she's being controlled by the computer, that is, as the move is so bloody slow to pull off that you'd have to be stupid to even consider using it.

GREEN ARROW

Is the mystical archer's stage background some sly imitation of the *Samurai Showdown* snow scene, or is it an homage to the nature films of Walt Disney? All the little sylvan creatures forget their places in the food chain and gather to watch two superbeings bash heads.

THE FLASH

Being superfast, the Flash has given the designers an opportunity to incorporate a Dhalsim teleport, a dash/dragon punch multi-hitter, a 'whirlwind' fireball and a speedy Honda slap in the same character. Just in case you had any doubt about what influenced and inspired them when creating this game.

AQUAMAN

We don't know too much about Aquaman and his golden locks, and even Ollie's keeping quiet on this one. But if you stop fighting for a moment and watch the fish that swim past his sub-oceanic window on the ruined temples of Atlantis, it really is rather relaxing. More enjoyable than playing Aquaman, anyway.

A flying punch connects (for once).

A 'see it coming miles off' swipe.

And a waterball. ZZZzzzz.

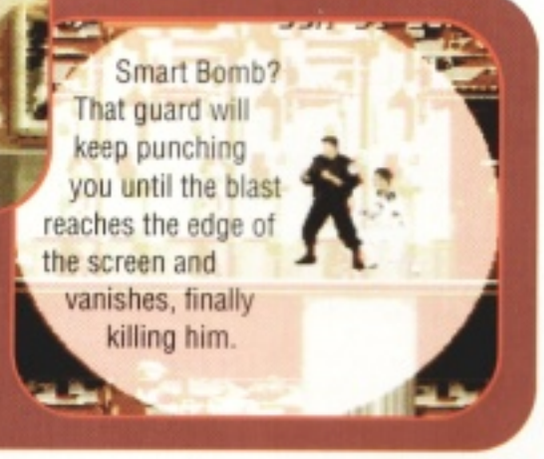
YOU DON'T WANT TO KNOW

The selling point is a digitised and animated Van Damme, capturing his wooden acting and limited repertoire perfectly. However, the only two moves worth using in the game are the flying scissor kick and the low kick. Simply aiming and locking the gun's direction requires you to waste one of your precious bullets, rendering it useless in no time.

These two duffers will stop and point guns at each other whilst you crouch between them, kicking their shins.

The heavy punch on the L/R buttons is so hopelessly slow that they can't even get it to work in the game's demo attract sequence. Expect a bullet in the head.

Van Damme's comical air-peddling jump takes him over the guard's head. Meanwhile, a wall explodes inexplicably.



Smart Bomb? That guard will keep punching you until the blast reaches the edge of the screen and vanishes, finally killing him.

The Editor speaks:
Just one weekend after Time Cop's arrival, we learned that our reviewer had been committed to the Arkham Asylum for the Criminally Insane. However, since the police have returned some notes that he made before the tragic breakdown, we thought we would present, in its entirety, what may be his last review.
[Page 1]
If I ever needed a manual of everything that is wrong with console games, *Time Cop* would fit the bill. The stupid bad guys, the impossible-to-avoid damage, the looping background scenery. It's almost as if this game has been sent to...
[Page 2]
▪ Over-animated Van Damme – drop him on the edge of a platform and he turns around and walks back into the bad guys, regardless of what you pressed. Incredible.
▪ Slowdown, the perennial curse – but with four sprites on screen?
▪ Smart Bomb? WHAT's so smart about an emergency bomb that takes five seconds to kill everything? WHO decided to put it on SELECT? And WHY can you only redefine some, but not all, of the buttons?
[page 3 – *something sketched in margin. Could be a rude thing.*]
[page 4 – *very neat, microscopic handwriting here.*]
Even the programmers would have to admit they churned this out for the cash. DON'T GIVE IT TO THEM. They have betrayed you and their own kind. They've looked at other licensed platformers, stolen the basic elements and reproduced their own. But they've done this without ever, at any time, asking themselves such basic game design questions as 'what will the player think of doing here?'; or 'why is this element included? Does it add to or detract from the playing experience?'; or more fundamentally, 'is this task fun?' NOTE: tomorrow must write up that article on games industry and conspiracy theories for *Fortean Times*
[page 5]
Aaargh! Aaaargh! Aaaaargh! [*some crude schematics of stick men and torture implements*]
[page 6 – *written in what appears to be green crayon.*]
I'll wager you're looking at my mark and thinking that it's a purging of bile, an objection to licences and platform games in general. It isn't. Taken on its own merits, *Time Cop* really is that bad. Save yourselves and run, run for the dawning light of sanity that must surely rise in the east before the darkness engulfs us all.

● ZY Nicholson

[The notes become illegible at this point, having been torn and flecked with saliva – Ed.]

TIME COP

And we all know what a runaway success the film was, right?

TIME COP
JVC

GRAPHICS	SOUND	GAMEPLAY
55%	30%	10%
GAMELIFE	**OVERALL SCORE:**	**15%**
16%		

VERDICT: Not just a bad movie, but a bad game too. Avoid the temporal rozzer at all costs. You have been warned.

UK Release

Game: Time Cop
Publisher: JVC
Developer: Cryo
Price: £44.95
Release: July
Players: 1
Cart ROM: 16Mbits

Slap bang in the middle of a gangster shoot-out in the 1920s. Just wait till you see the goose-stepping Nazis of WWII.

You can't even call this a platform level – it's just one long flat seabed, obscured by excessive foreground graphics and occasional squid.

BRANDISH

Just one of the many dynamic, fury-filled battles that take place in *Brandish*. Irony eh, don't you just love it?

Meet Alexis – she made you fall down the hole.

American Release

Game: Brandish
Publisher: Koei
Developer: Nihon Falcom
Price: £50-£60
Release: Out now
Players: One
Cart ROM: 12Mbit
Adaptor: NTSC only

More known for their historical wargames, Koei jump, feet first, into fantasy.

Facing off against Zy with my warrior pose to the fore, the ensuing rumble was fierce. But to the victor the spoils, and, with a Noberteru Yuuki cover and the memory of Nihon Falcom's classic *Ys* series fresh in my mind, I felt good that I had claimed *Brandish* as mine own. Not even an anorak quaking in fear of the word Koei could dampen my adventurer's enthusiasm.

20 minutes later though, it slowly but surely dawned on me that what I had fought so valiantly for wasn't in fact role-playing nirvana but a cunningly disguised maze game masquerading as it. The facts before me were obvious, a real RPG has a huge sprawling map with loads of locations to explore. *Brandish* has dungeons to escape from, dungeons with puzzles, dungeons that all look the same. Real RPGs have a huge cast of characters to interactive with. *Brandish* has one other character (a girl who is supposedly stalking you for killing her master) and a load of shopkeepers who all seem surprised to see you roaming around, 30 levels underground (no kidding!). Real RPGs also have an involving storyline that unfolds as you progress. *Brandish* throws you some feeble tale about an evil king, a dragon and a sinking tower, and leaves it at that. I quickly came to the conclusion that *Brandish* wasn't a real RPG. *Brandish* was a bird's-eye view *Dungeon Master*.

Alas, even for a maze game it has its problems, although, thankfully, the dungeons are auto-mapped. If they weren't, you'd be in real trouble (not to mention, knee-deep in maths paper). The control method of not allowing you to turn left and right, instead, flipping the viewpoint around 90° so you're always facing north can cause all sorts of navigation problems. Fighting the tiny monsters who roam the catacombs is another cause for the gnashing of teeth. Only being able to land a blow when your enemy is in the character space directly in front of you, may be fine for a slow-moving blob, but it becomes a nightmare when faced with a fast giant wasp/darting around scenario.

Generally, the puzzles are more laborious than complex, ranging from the simple, buy a mallet to knock down a (slightly) hidden wall and pull a switch to open a door somewhere else, to the more frustrating, fall down yet another hole you couldn't see to a lower level.

Trouble is, I can see some people getting enjoyment from it. You may well enjoy the slow (oh so slow) methodical process of trying to uncover every single room and secret (and, yes, you do get a statistical breakdown at the end). Obviously someone does, seeing as *Brandish 2* is already on its way. But for *Final Fantasy* addicts looking for their next fix before *Chrono Trigger*, *Brandish* will definitely not endear you to the wild world of Koei games.

● Wil Overton

BRANDISH
KOEI

GRAPHICS	SOUND	GAMEPLAY
40%	48%	55%
GAMELIFE	**OVERALL SCORE:**	**53%**
60%		

VERDICT: Definitely one for the die-hards. My faith in Koei not even being able to commission a decent game is re-affirmed. Come back Wizardry, all is forgiven.

NORTH BY NORTHWEST

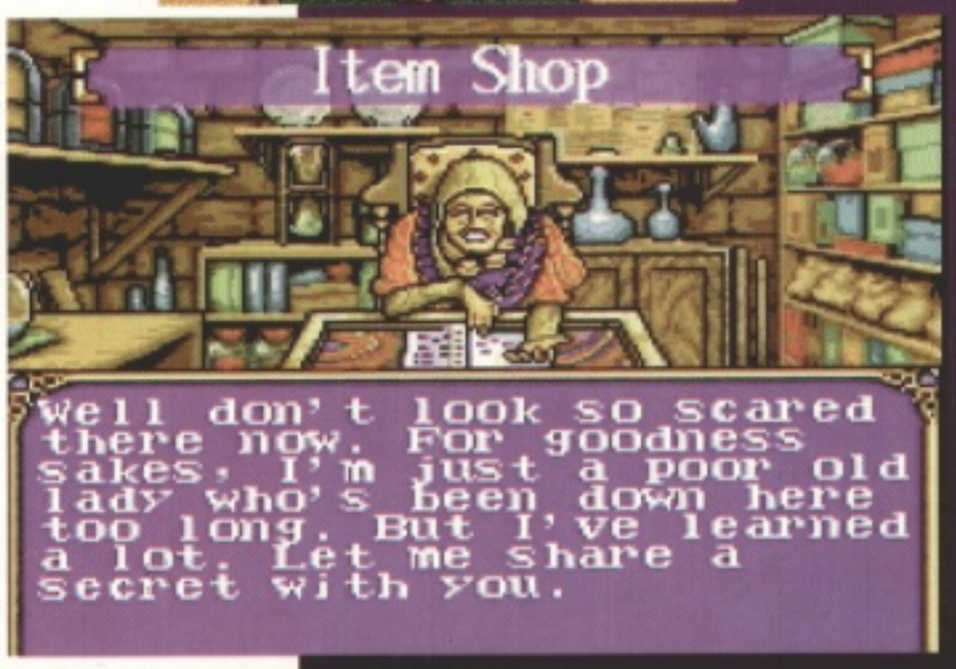
There's no getting away from it, *Brandish*'s control method takes some getting used to, and the first time you encounter it you're going to get confused and lost.

North Everything's looking good so far, but I wonder what's on those walls on either side of me?

East Waaaa? What happened? The whole room's changed.

South Ahhhhh, I get it now, each time you turn around...

West ... the view flicks round 90° What a git!


Item Shop
Well don't look so scared there now. For goodness sakes. I'm just a poor old lady who's been down here too long. But I've learned a lot. Let me share a secret with you.
Don't bother talking with the locals, living underground has addled their brains.

WE WILL BUILD IT!

Building your own tracks is simple and actually quite fun in the short term. It's the lack of course features where it falls down – you've got a choice of flat or bumpy straights and three types of corner (right-angular, slightly curved and full-on curved).

...Or round the twist. As you like it.

I have a special warm place in my heart for construction kits and game designing packages, me. Thinking back, I used to waste entire evenings on things like *Marble Madness Construction Kit* and Incentive's GAC.

None of my courses worked, of course, nor did any of my adventures ever consist of more than a handful of locations – and all of them only half-heartedly furnished. It's like with Lego sets, where, given the same number of bricks, you could never knock up anything even approaching the quality of Lego's own designs. But it was the thrill of building – to create! And that's why I have a soft(ish) spot for *Super Drift Out*: by allowing you to tinker with its tracks, it automatically has the edge over its peers.

Or rather its peer, because the only other rally sim we've seen on the SNES is *Power Drive* (issue 28, 69%), a game obviously inspired by coin-ops like *Great 1000 Mile Rally* and its forebears. The difference with *SDO* is that it uses a strict overhead view and creates the action entirely with Mode 7 (something that's not been done for too long in my book).

Driving like this can damage your head.

There are two main gripes to level at the game. The first is that, while some of the later levels are interesting (Monte Carlo is especially good fun, all twisty-turny, with authentic-looking buildings and stuff), on the whole they're rather dull. And certainly too easy to negotiate – most driving game fans will have the game licked on default mode within about an hour. The lack of other action accounts for its second failing. With only one other opponent on-track it's hardly thrill-a-minute stuff (yes, I know rally driving is a timed, solo sport, but they could have really bent the rules to make it more fun).

Each of the cars handle and behave differently, and there's some amusement value to be gleaned from the creators' interpretation of foreign cars (have you ever driven a Tord Ecorst Coswroth? You will here). But even the construction kit bit is limited, with only a stingey amount of tiles to play around with. This is a game that had a great deal of potential, but almost totally failed to realise it. And that's a crime.

● Tony Mott

Miniature Marks and Spencers Christmas puddings surround the track for some reason.

Japanese Release

Game: Super Drift Out
Publisher: Visco
Developer: In-house
Price: Ask importer
Release: Out now
Players: One
Cart ROM: 16Mbits + BB

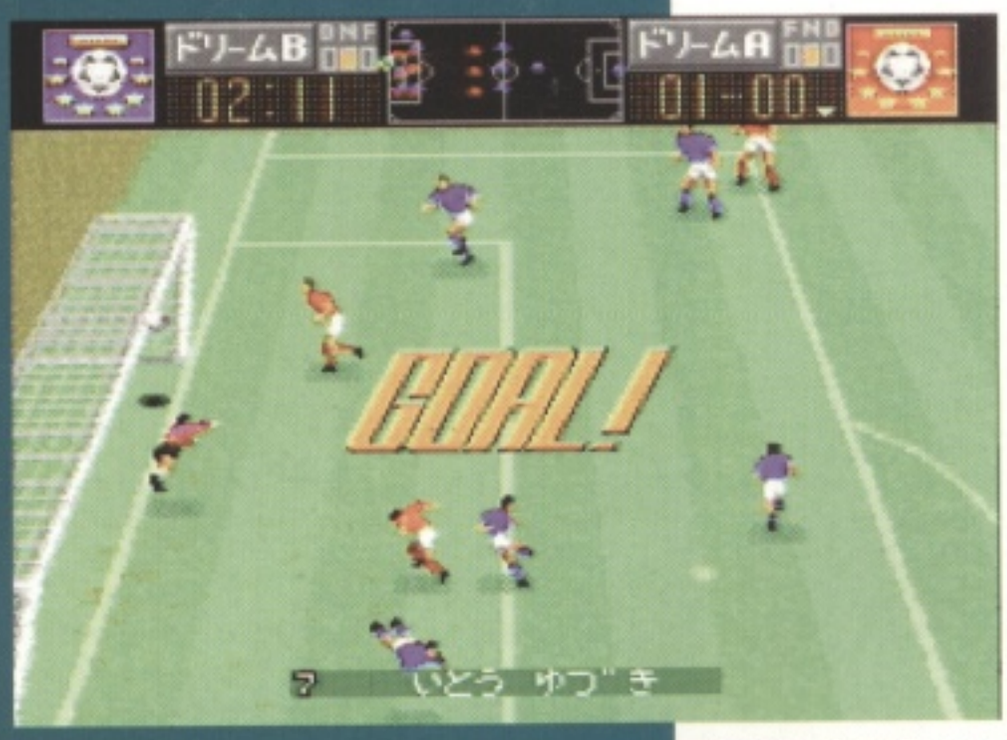
SUPER DRIFT OUT

Tailor tracks to your wishes and 'do' rallying...

SUPER DRIFT OUT
Visco

GRAPHICS	SOUND	GAMEPLAY
74%	66%	70%
GAMELIFE	OVERALL SCORE:	
37%		45%

VERDICT: There's a dearth of good driving games on the SNES right now, and this doesn't address the problem at all convincingly. Too limited? Too easy? Too true.



A goal, courtesy of my boy's head. What a star.

There are few things worse in a football game than playing against a CPU team that can pick out players running upfield with inch-perfect passing, always hits the target with their overhead kicks and, well, just generally makes your teams look like a bunch of completely inadequate melons. And that's what *Excite Stage '95* manages to do. Which doesn't make it the most endearing game in the world.

The original *Excite Stage* (the '94 version, logically enough) was released by Capcom in the States last year as *Soccer Shootout*. And, at the time, it was a quite acceptable arcade-style knockabout – it didn't carry any of football's finer points, but its pick-up-and-go approach made it a fine little effort. Since its release, though, the mighty *International Superstar Soccer* has barged everything else off the ball – a major revamp was necessary for this sequel to stand a chance.

Sadly, that hasn't happened – instead we're getting only mild improvements. What we have now is a friendlier penalty-taking sequence, a hefty wodge of new options (including extra tournaments and improved team editing facilities, etc), an updated training session (which now allows you to practise saving the ball, rather than merely allowing outfield training as it did previously) and – erk – compatibility with the Barcode Battler. This last enhancement won't be of any great consequence to UK gamers, so let's just say it concerns team selection, is a bit pump and is hardly worth dwelling on.

And that's it. No other frilly bits. Nothing to make it sit up and say 'I'm great – buy me!' with any degree of confidence. I'm assuming that just about everyone who's into footy has bought *ISS* by now – it's been the top-selling SNES cart since its release back in February, after all. If you're after an improvement on Konami's effort you won't find it here. Wait for *ISS Deluxe*, which will be out before Christmas.

● Tony Mott

EAT MY GOAL

The penalty sequence from the original has been luzzed out the window and replaced with a much gleamier affair, with a split-screen view and everything. The only problem with this, of course, is that the player about to save can look in the other window to see exactly where the shooting player has placed his marker. Doh!

See how the little marker is shown?

The goalie merely has to follow the lead. Tsk.

This piccie is here to remind you always to use auto-keepers.

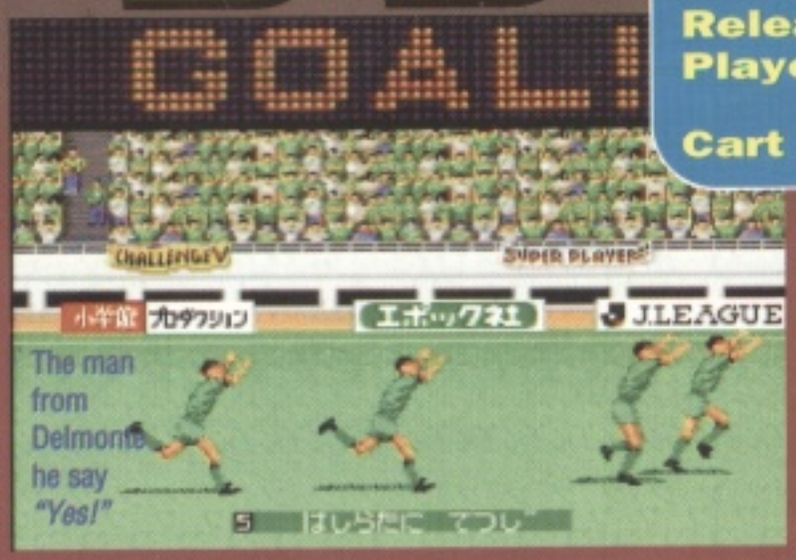
EXCITE STAGE '95

EXCITE STAGE '95

Epoch

GRAPHICS	SOUND	GAMEPLAY
83%	55%	78%
GAMELIFE	OVERALL SCORE:	77%
76%		

VERDICT: While this improves on the original version in many areas, the overbearing shadow of *ISS* will prevent it making any lasting impression on the SNES soccer scene.



Japanese Release

Game: Excite Stage '95
Publisher: Epoch
Developer: In-house
Price: £60
Release: Out now
Players: One to four simultaneously
Cart ROM: 8Mbit

A world of choice awaits you. Sort of.

All the fun of sitting out in the rain with a tin of frozen maggots for company? Yes, actually.

Yes, I know, it sounds like the worst idea in the world. But when word got around the offices that *Super Play* had a 'fishing' game in for review, everyone wanted to see it. And quite a few of them then asked to borrow our cartridge for a spot of crankbaiting.

So as a long-standing vegetarian who regards angling as a swan-endangering bloodsport, I was as surprised as anyone when I found myself crashing out for an entire weekend with my jig-and-pork dangling in the reeds for all the world to see. It wasn't a case of moral confusion, though – this is only a game, see, and they were only virtual fish. Phew.

As fishing games go, this is a surprisingly tasty tidbit. It doesn't have the accuracy of some of the more realistic Japanese fishing titles – you aren't given a choice of line gauge, rod length and reel type – but there's enough depth to the mechanics of the game to require investigation and learning.

Whilst my grub bait was twitching invitingly in the shallows, waiting for a fishy uptake, I had time to muse philosophically on the problems of an angling video game. In real life, if a technically competent angler fails to catch a big fish despite his best efforts, he

just has to shrug his shoulders and put it down to luck and fate. But a video game player wouldn't put up with that. If you pull off the correct pad technique for the lure and the environment and the type of fish, you expect the system to reward you for your efforts without fail. *Bassin's* doesn't, and, whilst that slightly random outcome might be more realistic, it's not particularly satisfying when the difficulty increases.

So, although I quite enjoyed spending a Sunday afternoon glaring at a recalcitrant eight-pound largemouth bass, even winning a tournament with it when it finally succumbed to my garishly coloured tubebait, I couldn't see much point in pursuing the game much further. Were I to return to it in an idle moment, I'd go back to the more fun but less competitive lakes.

A curiously relaxing sim, then: not a recommended purchase, by any means, but not half as bad as you might think. Oh lawks, I can hardly believe I'm saying all this. Go on then, laugh at my fish-related peccadillos.

● ZY Nicholson

FISH FINDER GENERAL

Using the fish scanner, a small sonar device on your boat, you can circle a likely area until the PING! hints at activity below. Then it's time to cut the motors and cast a tentative line in the hope of a bite.

The bass like to hide out in rock pools. That's because fish are very stupid and don't realise you can see them a mile off.

The weeds of a shallow river are a prime feeding ground. Again, the bass are under the ridiculous illusion they're camouflaged.

Now convinced of the complete ineptitude of the bass, I place my lure up a tree in the hope of catching a hopelessly lost fish.

BASSIN'S BLACK BASS

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peccadillos.
ZY Nicholson

REVIEW FISH DATA

Before you can begin you have to choose a few personal characteristics – such as your gender, your left- or right-handedness, your barbour jacket, your sunglasses and your facial hair (including – *yes!* – a 70s-style big moustache).

A record and snapshot of your catches is made on the cart's battery backup. Bore your friends with a slide show later when it's all over.

It seemed nobody could rival the great Hank Parker. But Hank was later disqualified for inflating his catch with a footpump.

Your boat holds five bass in a livewell. Rejoice in the ability to review the personal details of your accumulated fish data at any time.

The tournaments are hosted by Oliver Hardy (apparently), who joyfully explains the unlikelihood of your winning anything, ever.

JIGGLING

It's all in the wrist, this game. Most types of bait are replicas of the living prey of the bass, and so you need to make them behave as if they were alive. A wiggle from left to right works for grubs and worms, but the crankbait and crayfish should 'swim' authentically. Try not to use the reel when the fish get too close as they'll sense the unnatural vibrations and scarper.

Choose a lure appropriate to your environment. Here we're entering the lily pads near the marina.

Bass expect to see frogs on lily pads, so jump a big green froggy bait past their goggle eyes. Darting movements from side to side, I suggest.

This one grabbed and wouldn't let go. I reeled him in with ease.

Various lures

American Release

Game: Bassin's Black Bass
Publisher: Hot B
Developer: Starfish
Price: Ask your importer
Release: Out Now
Players: 1
Cart ROM: 16Mbit with BB

BASSIN'S BLACK BASS

Hot B

GRAPHICS	SOUND	GAMEPLAY
70%	68%	66%
GAMELIFE	OVERALL SCORE:	
45%		65%

VERDICT: It sounds stupid. And it is. But I have to admit that *Bassin's* is oddly compulsive, perhaps for its sheer novelty and laidback style. There goes my career as a games journalist.

BATTLE PINBALL

Table terror strikes the SNES gaming public once more...

There's nothing like a decent game of pinball. And, as I believe is customary after having said that, *Battle Pinball* is nothing like a decent game of pinball. That's unfair, actually – this isn't a total disaster, it's just not pinball as you'd expect to have it served up.

A bonkers story concerning Banpresto's familiar SD characters runs behind the game, of course, but we can safely brush that underneath the *Super Play* carpet. What we're interested in is stuff like ball movement and table features.

Battle's ball movement, which I've always assumed is the most difficult thing to perfect, is rather lovely as it happens. There's the odd quibble here and there – I swear there were occasions when the ball passed right through solid bits of the table – but as anyone who's played much of the real thing will know, pinball is supposed to have a bit of an unpredictable edge.

Not unpredictable to the point of frustration, though, and this is where *Battle* loses ground. Because it's designed in the same vein as *Jaki Crush*, with little characters and other novelty items sprinkled about the table, you never really get into a proper playing rhythm. You'll be successfully flipping the ball to a certain part of the table one moment, and having to play it totally differently the next, because things have all moved around. I never really got into the tables as much as I'd have liked for this reason.

Oh, and it's missing bonus subgames, and three of the four tables merely flick between parts of the table – they don't scroll and I don't wholly understand why.

In summation I'll refer to a Daydream I recall from Gamefreak a little while back. It concerned someone getting hold of the rights to classic pintables and then producing SNES versions of them – with perhaps five or six on one cart. Because when all's said and done, the design of even some of the more creaky tables around will always better the likes of *Battle Pinball*, created by people whose trade is videogame design not pinball (and while the difference might not immediately seem that great, the two are worlds apart). Certainly, comparing this to my current fave table, Star Trek: The Next Generation, is like looking at the design of a Ford Escort alongside a Lamborghini Countache.

● Tony Mott

In the middle: The Quebley. One of the most feared robots in space.

The desert table is littered with items of annoying novelty value.

Caution! Pinball road works ahead, which means LOADS of obstacles.

The sea level ensures a variety of shells, and slimy plants.

Japanese Release

Game: Battle Pinball
Publisher: Banpresto
Developer: In-house
Price: Approx £60
Release: Out now
Players: One
Cart ROM: 12Mbit

BATTLE PINBALL
Banpresto

GRAPHICS	SOUND	GAMEPLAY
80%	74%	70%
GAMELIFE	OVERALL SCORE:	
64%		68%

VERDICT: The SNES has a hard time with pinball, and the release of this improves matters not a jot. It has lots of jolly ideas and a neat line in table graphics, but disappoints everywhere else.

VIRTUAL BOY HIT OR MISS?

One of the most significant developments in the world of Nintendo of late has been the transformation of the Virtual Boy from novelty laughing stock to a machine with credibility – if not necessarily a future paved with the level of success that both the SNES and Game Boy have achieved.

In the past, the Virtual Boy has appeared to be of less importance to Nintendo than the Ultra 64. Chairman Howard Lincoln, however, appreciates the machine is among Nintendo's biggest interests. 'We have high hopes for it. We think that at $179.95 with the game included the product will do very, very well, particularly in the demographic area that we are targeting, which is boys aged seven to 14. Our projections are for 1.5 million hardware units in North America and 1.5 million in Japan. So it's a very important product. Also, it's exclusive to Nintendo – we're not competing with Sega or Sony for Virtual Boy, and that has its pluses.'

These projections are castable because of the past successes of its inventor, Gumpei Yokoi, who also developed the Game Boy and the Game and Watch series. 'With a proven track record like that, I don't think you're going to have a lot of internal debate, says Lincoln. 'You know about the reliability of his products.' Er, presumably he's forgotten about the Power Glove and the R.O.B. – both Yokoi products, both big spends, promotion-wise, and both relative flops.

The system's monochrome display – the primary target for most of the criticism the machine has suffered – simply doesn't count as a problem in Lincoln's book. 'My recollection is that there were similar questions about the Game Boy on the part of a number of people when we launched it. Would, for example, anyone have predicted that seven years after its launch we were still selling three million Game Boys a year in the US? I don't think so.'

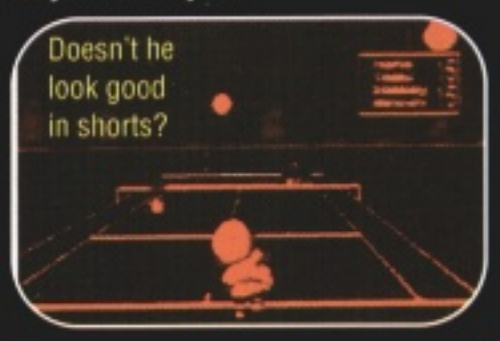
The thinking, then, is that any such conceptions will wash away in time, just as the Game Boy gained credibility once its limitations were accepted.

But it was down to a sterling range of software that the Game Boy sold so well, and a similar set of softs will account for the Veebie's showing in sales. The games are getting better, as Lincoln confirms: 'We're very pleased with how the quality of the software is improving, and Mr Yokoi [Gumpei Yokoi, inventor of the Game Boy and the Game and Watch series] has done a really fine job in not only coming up with the product but in coming up with really excellent software which will be available at launch.'

Those games are *Mario's Dream Tennis*, *Mario Clash*, *Galactic Pinball* and *Wario Cruise* – four titles which have been tidied up considerably since their debut showing at last year's Shoshinkai show. There are a number of attractive third party titles on their way too, and we'll be keeping an eye on them over the months leading up to the Veebie's launch.

Mario's Dream Tennis (Nintendo)

One of the Nintendo's own-developed games, this looks like a real hoot. It's looking similar to the Game Boy game *Mario Tennis*, with Mario, Luigi, Yoshi, Donkey Kong and Toad taking part in the action. Expect all the usual neat touches from the boys from Kyoto.

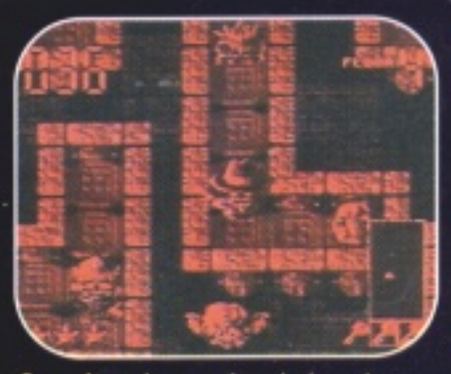


Virtua Tetris (Bullet Proof)

And still they manage to produce updates of *Tetris*! You can play the standard game on this version or opt for a mode that uses two planes of shapes – one behind the other – so you can effectively 'rotate' the area where the blocks are about to fall. It sounds confusing. It isn't.

Jack Bros (Atlus)

Most of the early releases are simple games, but not *Jack Bros*. After choosing one of three characters you set off to find the keys to escape from 60 levels of dungeon complexes, all peopled by enemies and spiked with traps. Could be a goody.



Coo. A corky overhead view, too.

Vertical Force (Hudson Soft)

This was the first third-party game to go into development, and it shows. The time spent by Hudson has gone on making a great 3D environment, with two planes of action that you can fly between. Judged purely as a shoot-'em-up it's only ho-hum, but the 3D really makes it.

THEME PARK

Park life not treating you right, then? Oh, yes. It all looks very easy designing the best Theme Park ever. We all laughed when they got it wrong in Paris, but now it's your turn...

This month we bring you a stack of top tips for getting the hang of the immensely challenging (or hair-tearingly infuriating) *Theme Park*. We offer up advice on building the first of the user-definable attractions, repairing rides, positioning rides and 12 general gameplay tips. Next month we'll bring you *Theme Park* masterclass. All the cheats you need, and the legitimate way to design a winning park every time.

ENJOY THIS TRIP

Designing your own water slide is dead easy. Designing one which will entertain the petite park-goers is a more complex affair. The key to entertaining the folk relies on understanding how they operate. Imagine (because it's true anyway) that each little guy has a number which defines his happiness. That number goes up, on the water slide for example, every time the slider goes under a bridge, turns a corner or slips past a tree. So, whaddya do? Easy – put in plenty of turns, trees and bridges. Running the slide along the path also entertains and excites the park-goers, since they can see the ride in action.

If your guests enjoy the ride, then they'll go to the novelty shop to pick up a gift, which, handily enough, themes itself according to the nearby ride. So chuck one of those nearby too.

Open your park immediately. Even while placing your first rides, you can benefit from the odd paying customer.

Always place balloon stores by the entrances. The little people will wander round with their balloons, instantly happy. It's a nice money-spinner too.

PUT IT THERE

The key to placing a ride effectively is to position it... like so. If the queue fills up, then the people can visit the shop or stall sited directly in front of them. Placing the queue around the ride hides the waiting time from view. Don't forget to always position a one-way sign on the ride exit. That way little geezers will be deterred from wandering up to the exit and wasting their time peeping at the ride.

Keep your path networks simple. People visit your park to go on rides, eat, drink, play, and buy tatty gonks. They are not there on a nature ramble and, besides which, they're not smart enough to find their way round a complex park. By the way, did you know that holding [Select] and [B] moves you to the front centre of your park?

JIM'LL FIX-IT!

Repairing rides is one of the most tedious aspects of running your own park. What you don't want is every ride going down at the same time and your park going up in a blaze of smoke and chaffed, charred little people. When you buy rides, consider their reliability... some players don't even bother getting the notoriously dodgy Bouncy Castle or Ghost Train. If the rides do start belching smoke though, follow these steps for speedy, smart repairs.

Make sure you track around the park every month for any smokers. Never ignore them. Act immediately.

The first thing to do is delete the chunk of the queue butting onto the path. That way no other little people will get in line for their doom.

Fine-tune emptying the queue by shortening the length of rides if necessary, always keeping an eye on the spanner icon. Close the ride just before it blows.

4

Don't be afraid to ramp up the salt on the fries and the ice in the cokes. Making the fries cheap and thirst-inducing, and the drinks pricey is a callous, heartless money-making scheme which we heartily recommend.

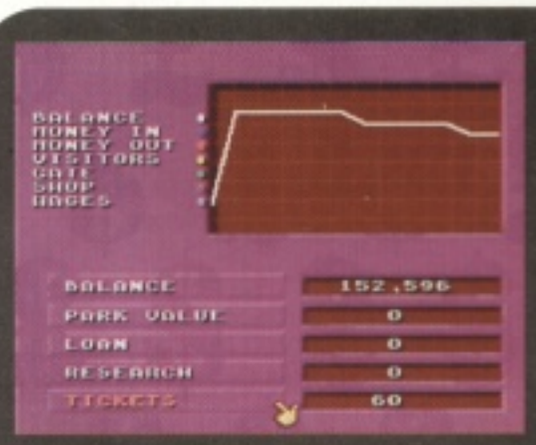
5

Always take the words of the *Theme Park* Advisor as gospel. He's there to help you, and only gives a tip if you're messing up and have ignored the signs already.

6

In the short term you should aim to fill your park with as wide a variety of rides as possible. Never choose an existing ride over a new one... even if it means saving up or borrowing some cash.

7



Increase the door price, as a matter of ritual, every time you place a new ride, by at least ten units. After all, it's the rides that they're paying for, dahlin'.

8

Don't rush things. Your objective should be to create a small, well-maintained base and build up from there. Remember, when building, to allow room for sensible expansion.

9

Always act on the thoughts of the park goers. If they're happy, then give yourself a big, smug pat on the back. If not, tidy up your paths, sort your rides out, make your food palatable again, or lower your prices... just deal with it, okay?

10

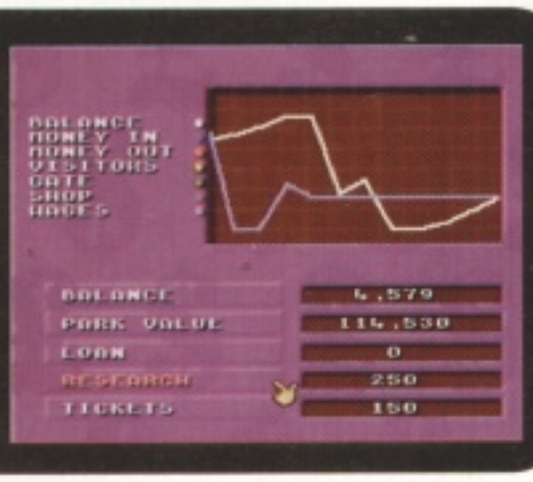
When queues are full up, park goers start to get impatient and unhappy. Lower waiting times by shortening the lengths of the rides. Although this gives less satisfaction, you can also speed them up at the same time. A quick merry hit!

11

When positioning handymen, always place them as far apart as possible. Drop them straight onto litter and they'll be able to get to work immediately. Grouping foodstalls together helps pile all the trash in the same place. Damn those litter bugs.

12

Chuck money at research the minute the game begins. Most players tend to slow things down when the water-slide turns up... about then is a good time to get to work maintaining what you've created.



13

One final tip. If you're serious about enjoying *Theme Park*, you should be obsessed with climbing up the ratings. Keep an eye on them and if you show a deficiency in any area, then get stuck into sorting it out.

Don't forget to replace the chunk of queue when the ride is fixed. Otherwise no-one will be able to get onto the ride. One more thing, if you close the ride for repair when there's still a queue, the park goers will get seriously stroppy, and they'll all walk to the front of the queue and back again to check that... yes... the ride is definitely closed. Bloody idiots.

Now's the time to employ a handyman. Don't take anyone on, however, if you can catch any of the buggers snacking on their sarnies. Remember that if you fancy a bit of brinkmanship you can save on wages by employing only one mechanic and passing him from job to job. The downside here is that, unless you're willing to slow one ride right down and spend the whole time checking maintenance levels, you may end up with the odd explosion or closed, dead ride.

SUPER PLAYER'S GUIDE

JUNGLE STRIKE

THE COMPLETE SOLUTION Part One

Is that in a chopper in your shoot-'em-up, or are you just stumbling aimlessly in *Desert 2*? We're here to help.

Sometimes the oldest ones are the best. Like the 'dipping the end of your mate's binoculars in ink' one.

CAMPAIGN ONE – WASHINGTON DC

Password – 8Q95HP8ZM0PT

Mission one – Monuments

Here you must protect the Washington Monument, the Library of Congress and the Jefferson Memorial from terrorist attack.

Easier done than said. Head up to the first monument, and take out the HARVs with a Hellfire and a couple of Hydras, flying in for the attack when they stop to re-load. The final HARV drops an armour crate, so swipe it. A couple of the petrol stations also reveal armour when destroyed, so it might be worth locating them at some point. Watch out for Attack Vans at the southern monument, as these are particularly nasty. It's probably best to Hellfire them straightaway.

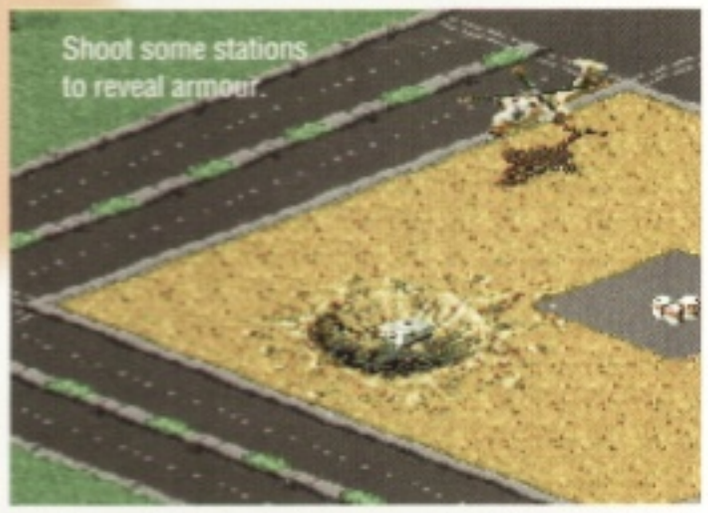
You won't get a chance to put your feet up again for a bit.

Mission two – Terrorist HQ

Locate and destroy the government buildings that the terrorists have sabotaged and capture the leader for questioning.

Your chain gun ought to be sufficient to take out the ground soldiers guarding the four buildings, with a Hydra or two taking care of the couple of twin-guns. You'll receive 100 armour points for every commander

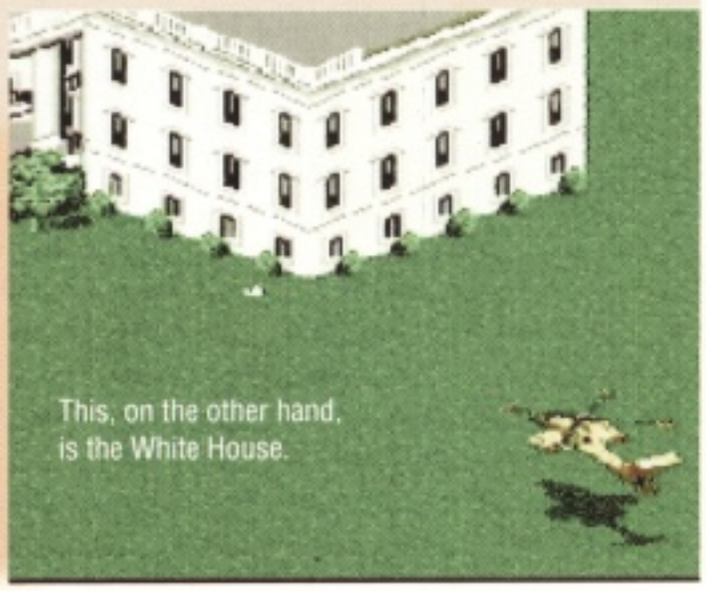
Don't forget to check your map as often as possible.



you drop off (either landing zone will do), so use this to top up your shields accordingly. Although these introductory missions really need to be taken in order, once you've worked out which buildings the terrorists are occupying, there's no reason why you can't let them have it before you've finished Mission one.

Mission three – Car Bombs

Locate and neutralize the terrorist car bombs before they detonate in front of the five Embassy buildings.



The car bombs take the form of green station wagons, and take constant pot-shots at you. Hydras would be a good idea, if not Hellfires. Ammo is relatively plentiful throughout this initial campaign, so don't be afraid to over-use your Hellfires until you have fully mastered control of the Hydras.

Mission four – Agent Akbar

Find and rescue Agent Akbar.

You'll find Aky in the house to the bottom right of the map. Chain gun the ground AK47 soldiers, blow up the correct house and as he runs in front of the house and starts waving, winch him up. Refrain from blowing up buildings that this campaign does not require you to or (exceedingly annoyingly) you will be forced to forfeit the entire campaign.

Capture the Sniper for details of the Madman's plan.

Mission five – Motorcade

Protect the presidential motorcade from terrorist incidents, defeat any attacks along the way, and assure that the presidential limo reaches the White House in one piece.

Load up with fuel, ammo and, if possible, armour, then head to the president's limo (to the bottom left corner of the map). Shoot the nearby ground soldiers, then hover slightly ahead of the car and zap the Attack Vans that block your path. With Hellfires and Hydras, preferably.

Yes. That's right. War often means destruction of innocent peoples' homes.

Mission six – Enemy Sniper

Capture the Sniper so that you learn details of the Madman's Plan.

Nuff said.

CAMPAIGN TWO – SUB ATTACK

Password – 8PSW9#83C0QT

Mission one – Navy Seals

Rescue the two Navy Seals and fly them to their coast guard chopper.

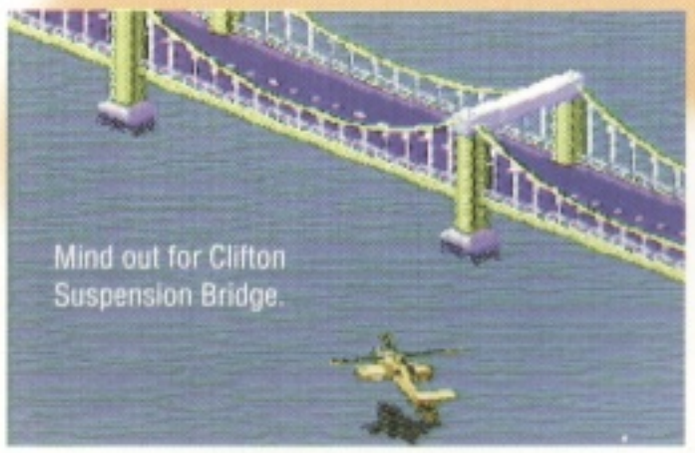
Accomplish your initial task by flying up and left and using your chain-gun on the AK47s; and the latter by landing on the appropriate landing pad. No sweat.

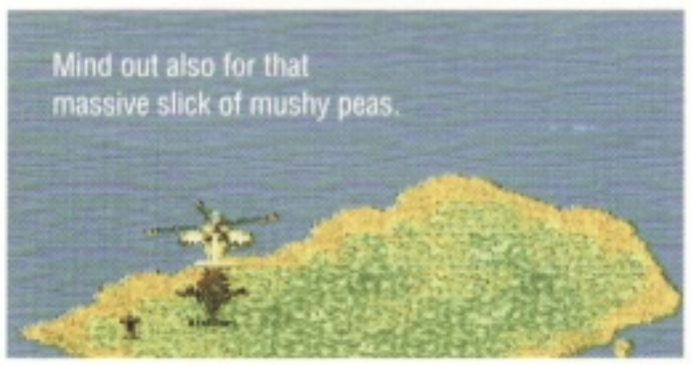
Mission two – Prototype

Wipe out the enemy surrounding the hovercraft, then, once the coast is clear, land your chopper and take control of the sub.

Your chain-gun ought to put a stop to anyone out to get you.

Maps, eh? What a load of old tosh.

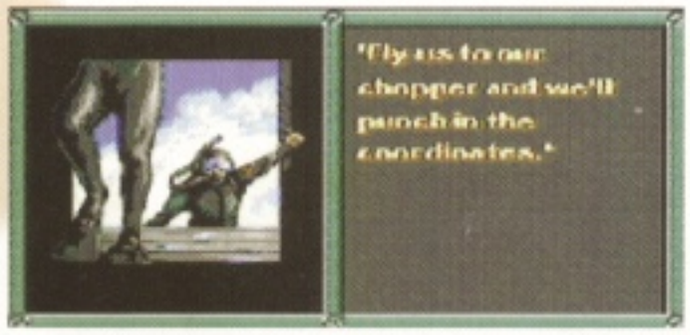




Mission three – Plutonium

Stop the Drug Lord's speedboats from reaching the trucks on the shore, nabbing at least eight of the ten plutonium crates on the way.

The sub shouldn't prove too much of a headache to control, nor should the speedboats cause you much grief. You can try dropping mines in their path, but Hydras tend to prove more reliable. If you drive too fast into power-ups in your sub you will blow them up. This includes the plutonium – so be careful.



Fly these guys to their chopper so they can… as it says.

Mission four – F-15 Pilot

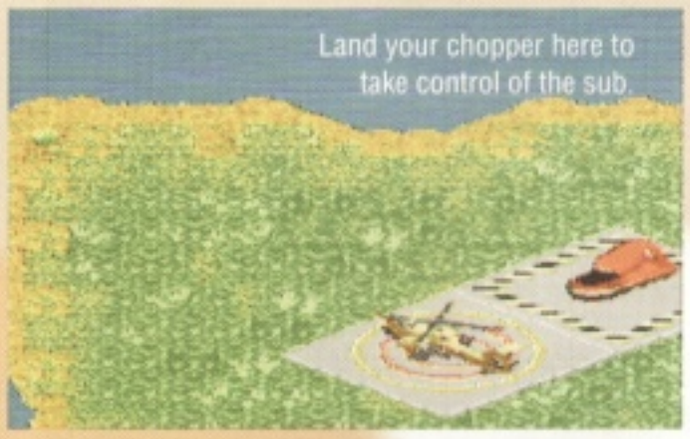
Rescue the downed F-15 fighter pilot.

Go on then.

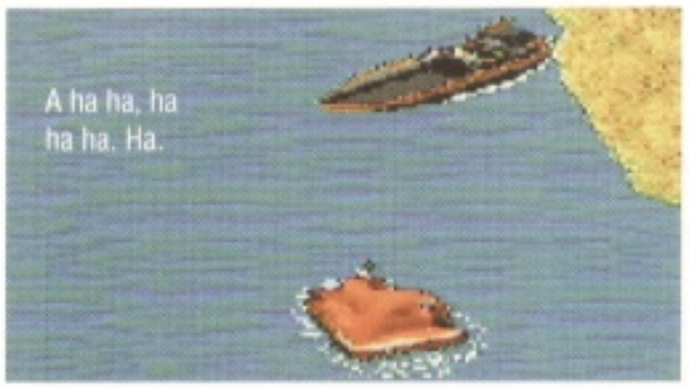
Mission five – Nuke Subs

Eliminate the Drug Lord's fleet of four nuclear subs.

Mines, Hydras, The Force. Use whatever means you can lay your hands on to take out these irritating little blighters. Hopefully, there should still be enough armour lying around if you need it.



Controlling the sub is, of course, a laugh a minute.



See the guy on the right? Slaphead.
There are two navy seals stranded on an island south of the bridge. Rescue them for intelligence info.

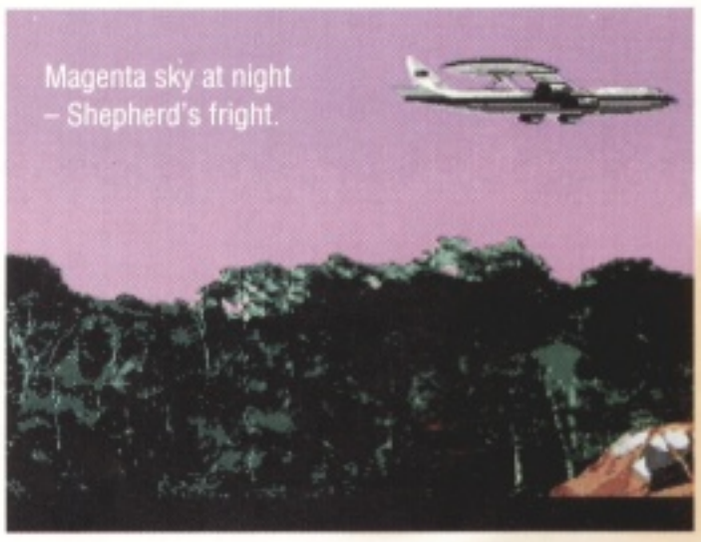
CAMPAIGN THREE – TRAINING GROUND

Password – WPVZRY8440Q#

Mission one – Training Camp

Wipe out the enemy training camps, eliminating any enemy guard towers and troops, and swiping as many supplies as you can from the tents.

Before you start, fly south and blast the car. The gun towers should receive a swift visit from one of your Hydras, and your chain-guns should be aimed in the general direction of the tents.



Mission two – Landing Zone

Secure the enemy landing zone, then airlift a green beret from the jungle clearing back onto your chopper.

He's hiding in the clearing.

Rescue this expert and airlift him to his objective. Then capture the enemy commanders to get their radio passcodes.

That slaphead guy really is too bossy for his own good.

Mission three – Mobile Radar One

Knock out the three radar sites protecting the tank depot and barracks.

Your chain gun ought to sufficiently take out the radars, but for the Sheridan Tanks, some slightly stronger firepower would be heartily recommended.

Maps, eh? Looks strangely similar to the last one.

Uproot these tents for some handy powerups.

Mission four – Communications Expert

Rescue the communications expert from his barrack jail and airlift him to the telephone poles.

Use the map to locate your man, and take him to the poles by way of the tank to the top left corner of the map which conceals an extra life. Don't (whatever you do) blow up the poles though, or once again you will have to hilariously forfeit the entire campaign.

Don't show these towers any mercy. Not even a little bit.

Mission five – Tank Depot

Destroy the Sheridan Tanks as they prepare for battle.

There are two things to remember on this mission. One: kill the moving tanks before the stationary ones. And two: for maximum bacon-saving armour points, pick up and drop off as many people as you can lay your winch on.

Whoops. That, most certainly, has torn it.

Mission six – Mobile Radar Two

Knock out the three radar units protecting the enemy HQ and warehouse to provide undetected access.

So what are you waiting for?

Never let a slug play in your sand pit.

Mission seven – Training HQ

Destroy the training HQ and capture the three field commanders.

Destroy the huts, capture the commanders, and behold the nuclear reactor.

Grab that ammo and giant four-pack pronto.

Mission eight – Nuclear Reactor

Retrieve the nuclear reactor from the enemy warehouse, watching for the ground troops inside, and making sure that you take it alive.

Getting your hands on the reactor is about as easy as paper two question six b) part ii) of this year's A Level Physics exam. You'll need to blow up the towers, remove yourself of the tower, reduce the buildings to rubble, which is really rather tricky. But do keep at it.

CAMPAIGN FOUR-NIGHT STRIKES

Password – KP38W#86W0S#

JS does, of course, include a password screen from hell.

Mission one – Watch towers

Destroy the eight enemy guard towers to keep the enemy choppers at bay.

You'll want to tackle mission seven first here (rescue the armament expert from his enemy barrack to reveal the location of the ammo crates and fuel tanks), otherwise your chances of completing any of the other missions will be severely scuppered. Once you've got him, ground the circle of towers.

This bloke really had better watch it.

Mission two – Green Beret

Rescue the green beret from the jungle, then fly him to the village. Pick him up, take him to the village to the north, Hellfire the ACARs, and drop him off. Easy.

Deja vu? Or possibly just another case of Deja vu?

Mission three – Chopper Pads

The Drug Lord has hijacked a squadron of Apache choppers and is hiding them in the jungle. Ice them and their helipads before they hunt you down.

Whoo. Prepare for some Hellfire-to-Hellfire combat with the choppers guarding the pads, 'ice' the landing spots, and keep your eyes peeled for bonuses.

It may be dark, but that blue thing can't hide.

Mission four – Scientists

Blast open the bamboo cages to rescue the three kidnapped German nuclear scientists.

You'll be wanting to rescue mission five's POWs at the same time here. The guards next to the cells and the odd ground soldier are unlikely to prove too substantial a threat.

Oh. So you've turned purple now, eh?

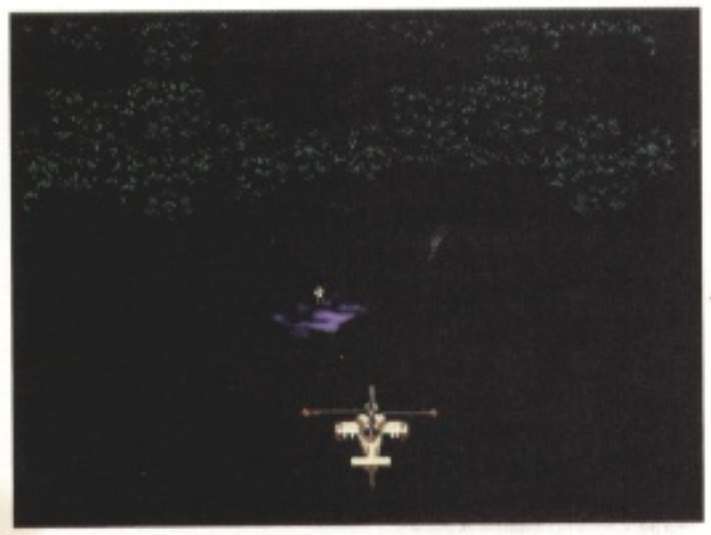
Mission five – POWs

These American troops are being held prisoner in the other seven pits in the area. Blast them out and fly them to freedom.

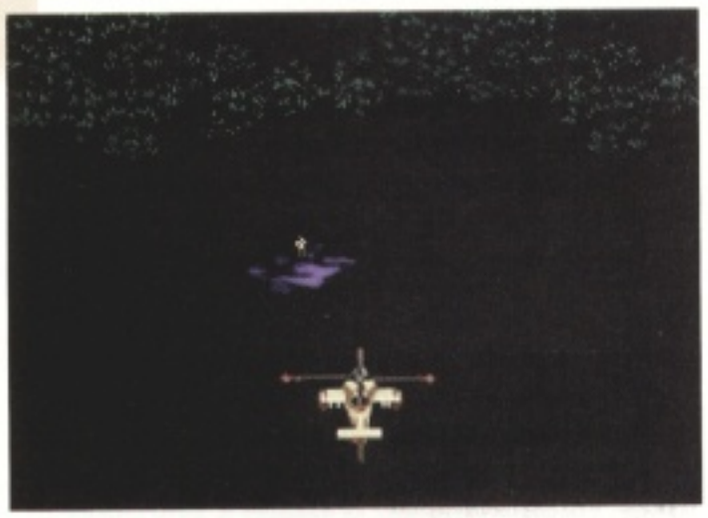
Hopefully, you've just done this.

"I told you you should have gone before we left."

Try leaving giant doughnuts for the enemy to crash into.



It really is getting dark now.



"Here, try this torch. Any better?" "No."

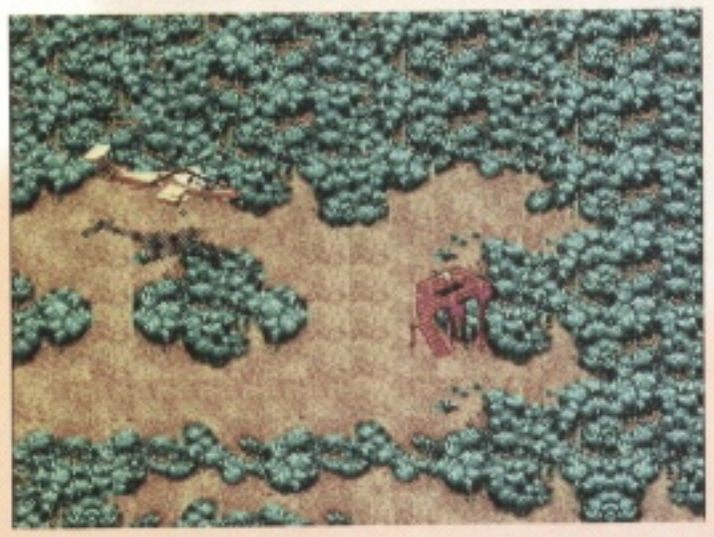
Mission six – Weapons Plant

The Drug Lord has taken over a complex of 11 buildings to assemble fighter planes. Destroy these structures and the planes and parts before they have a chance to become operational.

Approach the plant from the north, picking off the individual ACARs before letting rip with some serious firepower on the remains. There should be an extra life lying around somewhere too.

Mission seven – Enemy Weapon Commander

Capture the armament expert from his enemy barrack. He knows the locations of the ammo and fuel supplies. You've done it already. Remember?



"Oh, you again."

NEXT MONTH: *Super Play* presents the second and final part to the complete *Jungle Strike* solution.

SNES TECH & GAMING ANSWERS

GAMEFREAK

By Tony Mott

The so-called golden era of the SNES – when a killer new game like *Contra Spirits*, *Pilotwings* or *Super Mario Kart* would appear on an almost monthly basis – looks like it's making a very welcome second coming.

With games like *Yoshi's Island* (s'gonna be amaaazing!), *Doom* (s'gonna be incredible!) and *Killer Instinct* (s'gonna be another one-on-one beat-'em-up!), SNES owners are in the best position they've been in for a very long time.

And with me firmly reinstalled in my Swivelly Chair of SNES Knowledge you're even better off! So if there's anything in the world of the SNES that's puzzling you, fire it off to me. And don't forget those all-time top tens! TTFN – GF.

From Alan Whitton, London
Colney, Hertfordshire:
Q If the NU64 is going to be as good as it's supposed to be (and after all the hype, it had bloody well better be!), then what the hell are we going to play in the arcades? Machines powered by high-end workstations? Perhaps the arcades will become more of a testing ground for the NU64…
A The advent of low-cost, high-performance chips has removed the gulf of Cheddar Gorge proportions which has traditionally existed between coin-op and home gaming. The core Ultra 64 technology will be licensed to various coin-op manufacturers, and, yes – much like Namco's *Tekken* appearing as a coin-op before becoming a PlayStation title – the arcades will become a testing ground for NU64 software.
Q When programmers become as fluent in the capabilities of the Nintendo U64 as they are with the Super NES now, will it not be possible to produce a fighting game which combines the graphics of *Killer Instinct* (love that name, by the way), with a rotating and zooming viewpoint and 3D engine in the ilk of *Virtua Fighter*? I jolly well hope so!
A There is at least one 'proper' 3D fighting game in development for the NU64 which will blow everyone away, believe me.
Q I recently bought Edge, and saw a very sexy game by Sega's AM3 division, called *Championship Rally '95* (or something). Will the NU64 be capable of such dizzy heights? After all, Sega's game is only running on a 32-bit board, isn't it?
A I researched the piece you're talking about and, yeah, the game is indeed a blast.

It's impossible to make a direct comparison with Sega's Model 2 hardware because the NU64's technology is still untested. All I can say is that the finished unit will run a driving title far in excess of *Cruis'n USA*'s quality.

From Craig Docherty, Barton-Le-Clay, Bedfordshire
Q Got any more info on *Hebereke Battle* (stuff like release dates, that sort of thing)? I avidly check every page as soon as I get your mag even if it's just for a screenshot, because it's bloody brilliant.
A Sadly, Marubeni (the company that handled *Poppoon*'s release in the UK) have no plans to release *Battle* here in the UK.
Q I heard that there were *Hebereke* soft toys, of all eight characters. Have you got any idea where I can get get these toys around the Bedfordshire area?
A To be honest me ol' fruit, there are soft toy versions of just about everything in Japan. I can't imagine many of them having made it to sunny Bedfordshire, though.

***Hebereke Battle*: No joy in the UK release dept.**

From Richard Melville, Exeter, Devon:
Q *Puzzle Bobble* has been released on the Neo Geo and SNES, so why hasn't *SP* carried out a review?
A I do believe your prayers are answered this ish.
Q Which consoles do you own, and which is the most used at present?
A Blimey, a real Gamefreak question if ever I heard one. Well, I have an American and a UK SNES, an NES, a Gameboy, a Master System, a Mega Drive, and I'm sure I've got a couple of Atari 2600s (one broken) kicking around somewhere. Fortunately, I'm able to play all the next gen stuff through other mags so I haven't bothered with a PlayStation, for example. I will, however, be buying an Ultra 64. How can *anyone* possibly resist the damn thing?
Q Will Taito release *SCI* (the *Chase HQ* sequel) or maybe even the third one in the series (whose name escapes me)?
A No. You might want to hunt down *Super Chase HQ*, though, which was actually based on the third coin-op in the series. Don't expect much from it.
Q How easy is it to learn Japanese and what is the average house price in Akihabara or Kyoto?
A As Confucius probably never even dreamt of saying: "One cannot put any timescale to learning". It's tricky stuff is Japanese, because it has so many variables. Give it a shot via a good book, that's all I can say. Regarding housing – you won't find any accommodation in Akihabara (it's primarily a shopping district) and I'm not sure about Kyoto. As some form of gauge, though, I can tell you that the cost of accommodation per square foot in Tokyo is higher than anywhere in the world.

From Stephen O' Kane, Meghera, Co. Derry:
Please use some of your great gaming knowledge to answer my questions:
Q I really like the music in *Secret Of Mana* but I don't know what lead I must use to link my SNES and hi-fi, and through what sockets. Could you please help me.
A Sure can, Stephen. Get hold of a SCART lead from Nintendo (I printed the details a few months back). If they're still being made to the same configuration, it should then be a simple matter of popping the L & R audio plugs into the back of your hi-fi's amp.
Q Any idea where I can get the figures of the characters in *Secret Of Mana*, like the ones featured in the manual?
A They were one-offs, I believe, but look out for a wee compo in the coming months which, if all goes to plan, should offer some *SOM2* merchandise, among other things, as a prize.

From Tony Mills, Newcastle-upon-Tyne:
I was very pleased to see my name in *Super Play*. As you requested I have written back, and enclosed the box which my PAL Booster came in. I'm not sure where it came from, as it was with the Super Famicom when I bought it. So I thought the picture on the box would prove that they do exist. Perhaps Mike Weston can show any supplier a picture from your mag and get hold of it that way.

From Andrew Haig-Ferguson, Somewhere:
Q Do I need an American TV to run an American SNES or will it work on a normal SCART (English) TV?
A Why no, sir. As I've said on these very pages before, the only thing to ensure is that your TV's SCART socket has individually wired-up R, G and B pins – not simply a live composite pin.
Q Why do the moogles in Mana look different to the moogles in *FFIII*?
A What a question. It's down to different designers and the general difference in feel of the games. Anything more bizarre you want to ask?

Mog: A changeable fellow.

Here's the wee feller in question.

Thanks, Tony. I've printed a shot of what your box looks like, but, as you intimate, there's no way of telling who manufactured it – it's another gloriously grey add-on from the far east. Something to bear in mind if anyone's intending on picking one up is that the box itself is distinctively styled to look like an official NCL product, with a design and colour scheme very similar to that of the original Super Famicom box.

Reader's Top Ten

The response to last month's request for your personal all-time games top tens was, well, as welcome as getting home and finding a house-sized lardie cake waiting for you, or perhaps, out of the blue, hearing from that special ladyfriend who you thought had long since forgotten your, er, special times together. Whatever, I was pleasantly surprised.

1 **Zelda III** – Nintendo – SNES
2 **Super Mario Kart** – Nintendo – SNES
3 **Secret Of Mana** – Square Soft – SNES
4 **Killer Instinct** – Nintendo/Williams – coin-op
5 **Street Fighter II Turbo** – Capcom – SNES/coin-op
6 **Final Fantasy III** – Square Soft – SNES
7 **Virtua Fighter 2** – Sega – coin-op
8 **Donkey Kong Country** – Nintendo – SNES
9 **Daytona USA** – Sega – coin-op
10 **Contra Spirits** – Konami – SNES

Remember, we're talking *any* format, *any* age of game here – so if your faves include Parker's VCS conversion of *Q*Bert* or Cosmi's *Forbidden Forest* on the C64, chuck 'em in there – don't just opt for the games above. Next time you write in, include your own top tens with your questions and I'll round them up right here. No individual lists of special note as yet, but those which come in that are WILL WIN THEIR SENDER A PRIZE. And that's true.

From Calum McFarlane, Altrincham, Cheshire:

Q Help! I recently bought Jap copies of *Super SFII* and *Super R-Type*, and a Datel Programmable Adaptor, second-hand, via Supermarket. *R-Type* works fine but I'm having problems with *SSFII*.

When I turn the SNES on after it has been off all night, the cart might work for ten minutes but then crash. Resetting it starts it again, but with less time before another crash. This continues until the SNES won't even get to Ryu's fireball intro. However, choosing particular characters (Chun-Li, Sagat, Vega) or their stages, will cause a crash much sooner.

Surely not all import games are this 'badly behaved'. I've checked and carefully cleaned all the contacts, and even put my SNES on a slice of foam rubber, to minimise vibrations, all to no avail.

As a gamefreak I'm sure you can understand how it feels to be given tantalising bursts of one of the best beat-'em-ups ever only to have it crash all the time.

A I admire your efforts, Calum, but there's no way you can get around this problem with your current set-up. The reason behind this problem lies with Capcom's programming. Their US games from *Megaman X* onwards use clever routines which often make you think all is fine and then suddenly – pop! – no more gaming fun. Datel assure me that their Programmable Adaptor (and indeed the Action Replay 2) will run any protected US Capcom game, sometimes with a code and sometimes without. To access the programming screen on your PA, hold 'select' when you power up. Phone the Datel helpline on 01782 745990 (office hours) for the respective code. Hooray, another problem solved – thanks to Gamefreak!

From Karl Smyth, Dublin, Ireland:

In issue 27 you said that you could knock out Gabby Jay out of *Super Punch Out!!* in 0'09"81. Well, all I can say to you and all of your crew is HA!!! In the photo I've provided you can clearly see that I have beaten Gabby in 0'08"84!!! If you are what you say you are, then you will print my letter and show the readers that you and your mag are not perfect.

Oh dear, oh deary me. Your (sealed) letter arrived without a photo, Karl, so I can't vouch for your *SPO!!* claim. It doesn't really matter anyway, because – and it really pains me to say this – I knocked out Mr Jay in around six seconds about a day after I wrote the review. And for the last time, people, these pages are for SNES and gaming Qs, nowt else. (Couldn't resist printing this one, though – I'm sure you understand.)

From Stevie Wonder, NorthEast England:

Q Would a 50Hz PAL adaptor (if I got a conversion) slow the 60Hz display down to 50Hz and be 17% slower, thus causing crashes and glitches, or – as a dodgy source of mine has claimed – would it cause glitches but the 50-60Hz switch handle everything without crashing?

A I'm massively confused. Here goes: A 60Hz system will run everything (compatible) at full speed. If it's not compatible, you should be able to get around it by switching between modes. As I've said before right here.

From Mark (Jubei) Bryant, Reigate, Surrey:

Q In your review of *Breath Of Fire*, you said there was an *SFII* character in it. Where?

A It's Chun-Li, and she appears in the city of thieves (I don't know the name, off hand). If you go there at night, one of the houses is home to a bloke who asks you if you want to meet an amazing magician for 100 GP or similar reasonably expensive price. And if you say yes, the screen fades and a little room appears with a mini Chunners doing her rapid kick. Don't spend too much time around these parts, though, because, as Zy recalls: "even the bloody landlord at the tavern tries to finger your wad while you're sleeping".

Q Where the hell can I get *Final Fantasy II* from? I've phoned loads of importers and none of them have had it for ages. So if there's anyone in the Reigate/Reghill area willing to sell me theirs please phone me on 01737 244262 and ask for Mark. I will pay up to £30.

A Normally, I'd push this one into the Supermarket pile, but from having experienced this very plight first-hand I feel obliged to help by printing it here. I'm a good person and will go to heaven.

Chunners: Where is the elusive lady?

ANY QUESTIONS?

No requests for game help and no anime questions, please. But send everything else to:

Gamefreak, *Super Play*, 30 Monmouth Street, Bath BA1 2BW.

DAYDREAMING

I'm disappointed. They were few daydreams to speak of this month, and the column is set to go the way of the d. Maybe we'll give it one more month.

Mark (Jubei) Bryant of Reigate was one of only two notables: "I'd love to see a game like *Shadowrun* where you are a criminal. You would have to steal cars, rob banks and perform assassinations. It would be an RPG and you could hire people to crack into safes and drive getaway cars and stuff. Oh, and on another point, I think it should rain more in RPGs – the beginning of *Zelda* is excellent."

Shadowrun continues to be a source of inspiration to daydreamers, but can you imagine the panic attacks your take on the theme would give Nintendo's game-evaluation team? With you on the rain score, though – there's more atmosphere on the moon than there's been in most SNES games lately.

Finally, **Anon from Ayrshire, Scotland**, wants to see *Virtual School* on the Ultra 64: "It would be a cross between *Back 2 Skool* and *Doom (Er... – GF)*. You'd have a selection of characters to take control of, eg. school bully, swot, dumb guy, etc., and NPCs would treat you accordingly. You could interact with all your schoolmates à la *Monkey Island*, ie. having a selection of things to say. A multi-player link-up version would be incredible – imagine, while skipping class, you and a mate run into a teacher patrolling the corridors. Scarier than *Doom*?"

Well, no, not really. If my faded memory serves me, school days are a right skive (wasn't the invention of supply teachers just the best development in scholastic history?).

Your daydream? Well, roughly half of *Super Play*'s readership goes to school during the week – are they really going to want to partake of a Virtual version when they get home? Don't think so.

MODE 7

By DANNY WALLACE

CALLING ALL CHEATS, CRACKERS, AND GAME-FREAKS!

Hello once again from the lovely black ash-effect Mode 7 desk, where the sun doesn't stop shining and the cartoon bluebirds, perched upon my shoulders, keep singing their Disney classics. But I was thinking: what if you don't have any of the games featured in this issue's pages? Eh? You'd be sad, wouldn't you? Well, why not do something interesting like a word count of this month's section, or maybe even set some of the tips to music, and sing them to your friends? Not only would they be immensely grateful for your help, but you'd most probably be invited to all sorts of interesting parties as well. I'm here to help, don't thank me. But to digress, I'd just like to say I WANT YOUR STUFF! Send all your tips, cheats and women to me, Danny, at MODE 7, Super Play, Future Publishing, 30 Monmouth Street, Bath, Avon, BA1 2BW.

GODZILLA: MONSTER WAR

(Toho)
***SP* N/A**

- **Be Mecha Godzilla with Garuda backpack or space battleship**

At *Super Play* we like monsters. Laaaarve 'em, in fact. Alison likes to write little tunes about them, Wil likes to draw them, Tony likes to impersonate them and Ollie likes... er, football.

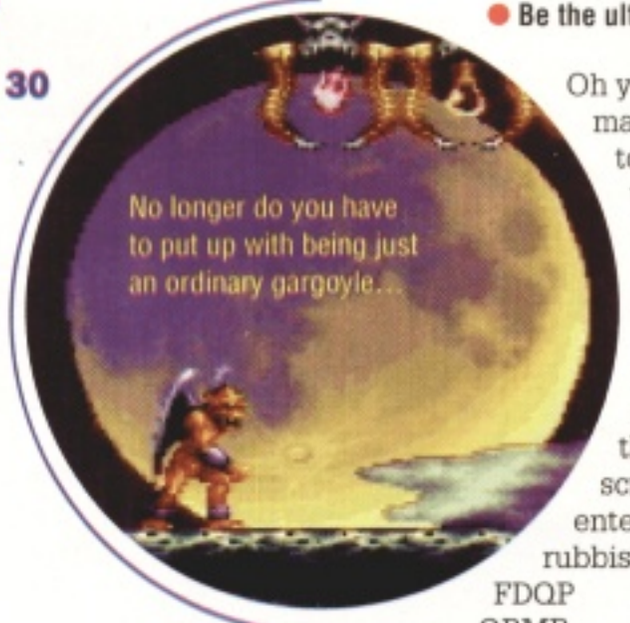
But if, like us, you've ever wanted to 'be' Godzilla, sort of like Hannibal was on the credits of the *A-Team*, you'll like this game.

And if you've ever wanted to 'be' Godzilla with a Garuda backpack strapped on, do the following... At the title screen, press L, R, Y, X, A, B And if you want a Space Battleship thing, do this: At the title screen press L, R, Up, Left, Right, Down, Y, X, B, A. Satisfied yet?

DEMON'S CREST

(Konami)
***SP27:* 80%**

- **Be the ultimate gargoyle**



Oh yes indeed, madam, now you too can pretend to be that Ultimate Gargoyle in Konami's *Demon's Crest*. Just get yourself to the password screen, and enter the following rubbish:

FDQP
QRMB
FGNH
GTKL

Or, if you're bored with that already (you crazy kids), enter the following letters to end up with a full life metre, all the items you could wish for, the Crest of Heaven, and Chris Evans' Breakfast slot on Radio 1.

QFFF
KNRR
DDLR
XGTQ

Add a few new moves to your matches...

WWF RAW

(Acclaim)
***SP27:* 84%**

- **Super punch**
- **Change characteristics**
- **Special moves**

To get a super smashing great big power punch (which will finish your opponent off after only two punches), wait until the annoying copyright screen appears, then press Up, Y and B all at the same time. Release them and keep doing this. You should hear the sound of a gun impersonating Leslie Crowther of TV's *The Price is Right* at this point, showing that the cheat has worked.

Bored of those *cur-ay-zee* fightin' men already? Don't blame you. Their mums still dress them, y'know. Still, at least this tip will allow you to muck about with their attributes, eh?

All you need to do is choose your wrestler and press SELECT. Then, enter one of the following codes to change your players' stats and things. Make sure you press all the buttons simultaneously, though.

Brett Hart: Down, Start, Left
Undertaker: Right, Y, Start
Yokozuna: Up, Y, A
Bam Bam Bigelow: Y, Start, A
Razor Ramon: Y, A, Left
Lex Luger: Down, Right, Start, Y
Doink: A, Y, Left, Start
Shawn Michaels: Left, Down, A, Y
1-2-3 Kid: Left, Up, Start, A
Diesel: Down, Y, A, Start
Owen Hart: Up, Start, Y, A
Luna Vachon: A, Up, Right

Some top new moves are yours to cherish and keep forever now, providing you have a copy of *WWF Raw* and some time to kill. If not, why not just cut out the tips and stick them in a special scrap book or something, and marvel at the bright colours and the excellent type-setting when you next have some time free?

Don't fancy that either? Okay then... Just read the following then... This can be carried out at any point in the game, as long as you're holding the top L or R button as you do so.

Brett Hart: While you're on the top rope with your opponent on the ground, press Right, Right, Up, B
Undertaker: Left, Right, Right, Y when your opponent is in front of you
Yokozuna: Down, Down, X when you're on the top rope
Bam Bam Bigelow: Up, Down, Left, Y when facing the ropes
Razor Ramon: While your opponent is on the ground, stand below him/her/it and press Left, Left, Right, B
Lex Luger: Up, Up, Down, B (press B continuously)
Doink: Left, Left, Left, A (stun your opponent first)
Shawn Michaels: Down, Right, Right, A
1-2-3 Kid: Get onto the top rope, and press up, up, up, A while your opponent is down
Diesel: While your opponent is stunned, get behind him/her and press Down, Down, Right, B
Owen Hart: up, right, down, Y (hold Y to keep spinning)
Luna Vachon: Stand above a knocked-down opponent and press left, down, down, B, while laughing at his freakish face.

DANNY'S PLEA

"Dogs called David deserve to die." "Cheese is better than yeast." "Life is fair – but is it?" See how philosophical and deep I am? Send me your cart-related problems and I'll endeavour to free you from them, using special chants and a clever mouse. Or something. Oh, but personal replies will not be sent, and any SAEs I get will have the stamp ripped off and used on a card to my Swiss auntie. Probably. Still interested? Write to:
Danny Dives In... (or any other vaguely amusing or rhyming name you can think of), **Super Play, Future Publishing, 30 Monmouth Street, Bath, Avon, BA1 2BW.**

CLAYFIGHTER 2

(Interplay)
SP28: 87%

- **Be Ice, be Spike, be Thunder**

Yep, you can be any of these bosses. But, hey kids, you can be anything you want to be if YOU JUST PUT YOUR MIND TO IT! FACT! Except stuff like mushrooms and benches. That'd be silly, and your mum would be annoyed.

To be Ice: At the main title screen, hold B, press Up, L, L, L, Right

To be Spike: At the main title screen, hold R, press X, B, B, A, Y, Left, A

To be Thunder: Hold up-left on the D-pad (where else?), press Y, B, X, B, B, X, A.

You'll hear God shouting at you if the cheat has worked. Next month: 'Be' the boss of Mothercare in Bradford, and Argos in Bath!

STAR TREK: STAR FLEET ACADEMY

(Interplay)
SP29: 77%

- **Change names**
- **Add ships**
- **Special ending**
- **Final password**

Who says Trekkies are sad, eh? Er, well, me for one. But with the aid of these top codes, you can rejoice in the fact that the game is that little bit more... socially acceptable.

Revolutionise *Kirby's Avalanche.*

But before you go entering the codes, make sure you hold down the top L and R buttons, as well as the Select button.

Name codes:
From the title screen, choose the New Game option. At the new cadet registration screen, press X, Y, X, Y on controller one.

You'll get to change the names of the players to the Interplay playtesters. Whoopee. Press A, B, A, B to change the names of the characters from the *Star Trek* series (but make sure you've done the first code first).

New ships:
From the title screen, pick the simulator option, press A, Y, B, Y on controller 1 to add new player and opponent ships to the Combat and Two-player training.

The code can be entered in the Training Simulator Main Menu, Ship Selection Menu or Two-player Ship Selection Menu. Once this code is entered, it will stay active until you rest the game.

KIRBY'S AVALANCHE

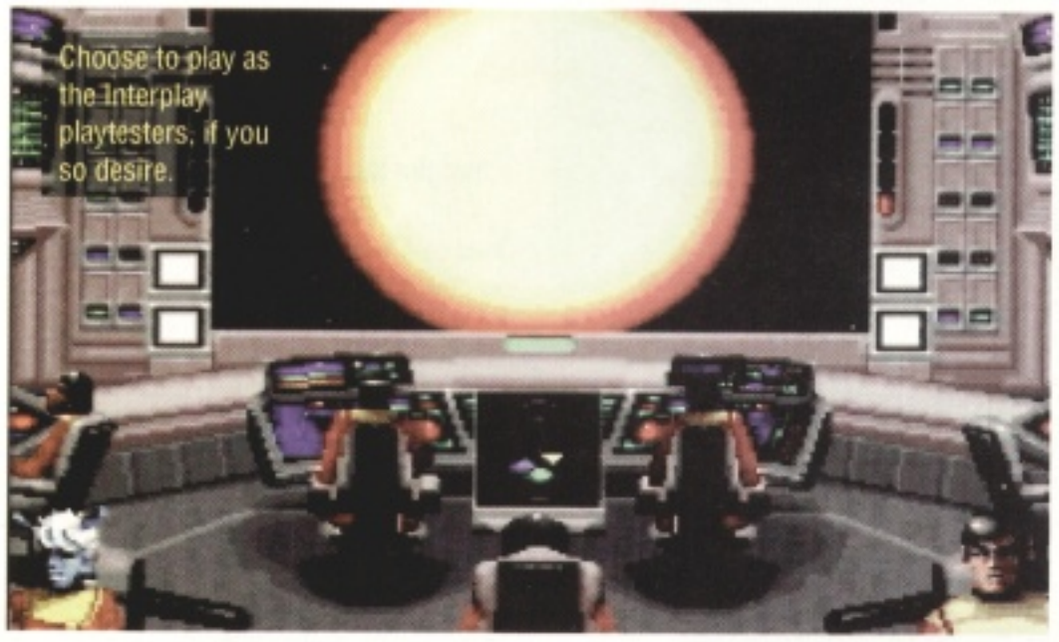
(Nintendo)
SP33: 91%

- **Special custom options**

After Henry had dropped his earthquake off at school, and Mary had taken her flood for a walk, Kirby went and lost his avalanche in the soup. Never rains but it pours, eh? Ah well, if you find yourself playing *Kirby's Avalanche* one day, why not take pad two and hold buttons A, B, X, and Y simultaneously. While you're doing that, press RESET. On the Select-a-mode screen, access the options. Move to Custom and you'll find a Special Custom option just panting and begging to be used in a game.

Special ending:
Impress your friends with this excellent new ending. Choose the password option from the title screen. Now press the following buttons on controller one: X, X, X, A, L, A, R, Y, A, R, A, A. Immediately, press and hold the top L and R buttons and SELECT. Now press X, Y, X, Y, A, B, A, B. Press Select again. At the screen where you see the picture menus, choose the second option from the left and press Start. Listen and then choose the third option from the left. You will then magically become Captain James T. Kirk. To hail the Kobayashi Maru, select option: Choice A and navigate toward 014.021 in the Neutral Zone. When the computer says that the Klingons are about to attack, hail them, sit back and pretend you're actually 'in' *Star Trek*. Then see what happens.

Final Password:
Now don't go peeking at this, unless you're really sure you want to finish the game, now. OK? Thanks are due to Stevenage's Christopher Sargeant, who managed to stay on his SNES long enough to scribble this down and send it to us. The password, then, is: BXAALARYARBL.



DON'T ASK ALLAN

INVALUABLE MONTHLY GAMING ADVICE

Problems? Local orphange about to be shut down? Can't get your puppy down from that tree? In need of help? Well, don't ask Allan – ask Danny. Using his clever city ways, gaming knowledge and magic talking worms, your problems will change from evil frowning elves, to tiny smiling fairies. Just don't call him Allan...

Dear Danny,
I know it's an old game, but I got it for a tenner and I like it anyway. On *Flashback*, I've managed to finish off the brain monster bloke, but once I've done so I can't get through the closed doors on the right-hand side. Help?
Sean Graham, Northants.

Danny says retrospectively:
You know those morphing things? Well, kill them all. It's fun, and will make you feel more like a man, too. Get the ones in the rooms to the right, and pick up the keys that one of them will drop. After that, you'll be able to get the door open and blow the whole place up.

Dear Danny,
In Harper Lee's American classic, "To Kill a Mockingbird"', currently being used around the country as part of the GCSE English course, what does the 'mad dog' symbolise?
Ian Fletcher, Hull

Danny says cleverly:
That's a good question, Ian, thanks for asking me that. Personally, I feel that the 'mad dog' symbolises the 'mad dog of racism', which, quite fittingly, chases Calpurnia around and scares her a lot.

It's also fitting that Atticus is the only bloke in town who can shoot the dog, as he is the only man who'll stand up to the throbbing git of racism.

Thank you.

Dear Danny,
On *Cybernator* on the SNES, how do you kill off the final boss man?
Richard Hart, Devon

Danny says quickly:
You should use either your laser gun or your napalm, and shoot the big gun. Then, right, aim for the target in his chest. After you've taken that out, go for the guns by his chin. THEN go for the head. Now you are a real man.

Dear Danny,
My friend told me that there was a way of getting to a secret two-player practice mode on *Tiny Toons Wacky Sports Challenge* on the SNES. Is this true or not?
Andrew Wexley, Leicester

Danny says decisively:
Oh yes. At the title screen, choose the password option. Then enter (from left to right), Babs Bunny, Montana Max, and Bookworm. Then just choose your character and go to the Events Menu.

The secret two-player practice mode is no longer a secret.

YOU WHAT!

The vast majority of the dandy people who send in their lovingly crafted tips and cheats are polite, well-spoken, fountain-pen-using people whose only wish in life is to help you – their friends and gamesplaying colleagues – to live a better, SNES-related life. Nice, eh? Then, of course, there are people like this...

"I have a tip for *Unirally* on the Super NES which gets you extra tricks on the stunt track, which passes you on silver and bronze."
Justin T., London

Yeah? And the tip is...?

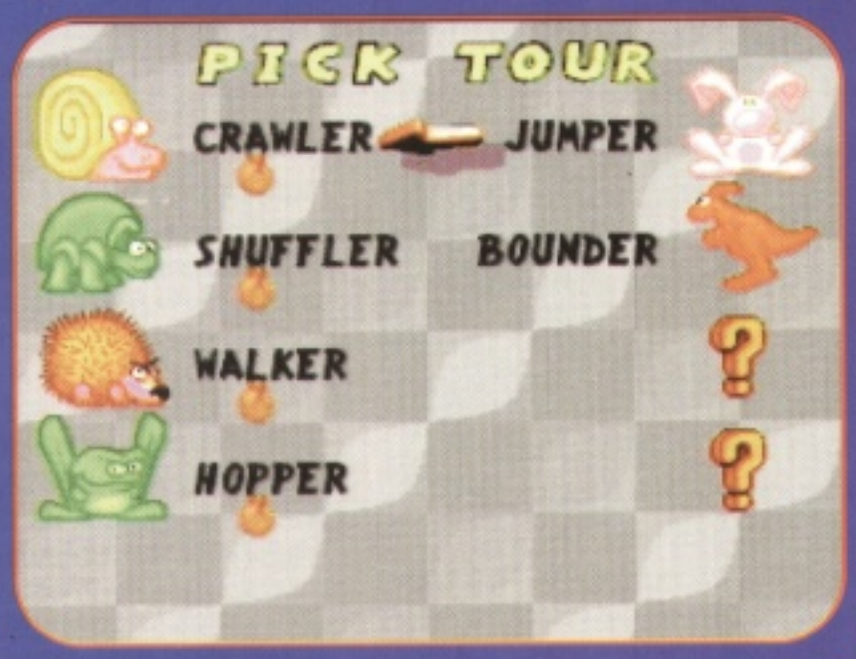
"I have a cheat which will work for any shoot-'em-up on any system. While flying in your ship, simply press the fire button when there is an enemy nearby. I find that more often than not, they will disappear almost instantaneously."
Chris Jones, Weston

Crazy kids, eh?

Apparently there is a great tip to get you extra tips on the *Unirally* stunt track, but this dunce didn't send it to us.

"On the game I am playing there is a baddy who shoots fire. If you want to die him, shoot your belt to first his left side head, then right. It's Japanese. After that I can't die any more."
James Graham, 7, Oldham

Cheers, mate. I'll use that one.



FINAL FANTASY

(Square)
***SP26:* 95%**

● **Get the Step Mine lore spell**

Just get yourself to the small island on the north-east part of the map, right? You'll come across Intangir eventually. Beat him with Cyan and Relm as a team. Use Relm and Sketch against him first. then use Cyan. This will give her Fenix Down. Later, use the Empowerer from Cyan and then immediately use Sketch.

Before you get attacked, Cyan will have enough energy to continue through the cycle. Continue until Intangir is no more and that Strago bloke will magically learn the Step mine Lore Spell! Hurrah!

Look out for more spells in a future instalment of Final Fantasy Forum.

RISE OF THE ROBOTS

(Acclaim)
***SP29:* 33%**

● **View ending**

Rrrruuuuubbbbbbiiiiissssshhh! On no account become desperate enough to play this game to the end. Your time could be spent in a variety of better, more useful ways. Use this cheat to see the ending of this appalling piece of tat so that you will NEVER be tempted to try and get there for yourself. At the mode select screen, press left, B, right, B, down, left, right, B.

Reach the end without even having to play the darned thing.

THE FINAL CURTAIN

"Do you have a tip so hot that just writing it down burns a hole in the paper?" Probably not, because that'd be scientifically impossible and a bit silly. Unless you had a really hot pen or something. And anyway, what good would it be to me getting letters that just have a huge great hole in them? None, I can tell you. I'd be very annoyed. But you get the drift. Send your tips (non-flammable only) to: **Danny, Mode 7, Super Play, Future Publishing, 30 Monmouth Street, Bath, Avon, BA1 2BW.**
Oh, and if your name is Boyard Randel, stop swearing at your odd-minded parents, and give me your address, so that your hard *NBA Jam*-related efforts can be rewarded.

ACTION REPLAY CODES

INTERNATIONAL SUPERSTAR SOCCER
(International and World Series codes)

3 minute game instead of 5	**7E1FA200**
7 minute game instead of 5	**7E1FA202**
No fouls	**7E1F9601**
No cards	**7E1F9801**
No offside	**7E1F9001**
Always sunny weather	**7E1F9200**
Always snow	**7E1F9202**
Always rain	**7E1F9201**

(Training Mode codes)

Stop Clock	**7E1E3830**
Stop Bonus Clock	**7E1E3C30**

(Open Game code)
Black ball and a Noob Saibot Referee **7E1F9F03**

Eliminate fouls like these from your footy matches. If only real life were that simple.

SSFII

Ryu's 2 specials in one, with red fireball	**7E053706**
Ultimate combos (Just jump into your opponent)	**7E053E1E**
Guile's Killer Throw (Walk into enemy, press hard punch)	**7E050402**

Thanks are due to top man Andrew 'Wyllie' Whatley from Skegness, and Rolande Collins of Sheffield who'll both receive a Super Play pen for his abilities in the Action Replay department.

Keep these codes coming in – you'll be rewarded tenfold in heaven. Promise.

Get the ultimate *Street Fighter 2* combos with these codes...

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SUPER MARKET

FREE ADS

Get your magnifying glass out and peruse the small print that is *Super Play*'s very own Super Market. If your eyesight can take it, you're sure to find a bargain or two...

GAMES FOR SALE

● SNES games: MK2 £30, Super Punch Out (one week old) £29, Score Master Joystick cost £35 from special reserve, accept £18. Tel: 0161 881 6215.

● NES games for sale. £4-6 each, mint cond. Neo Geo and games for sale, PC Engine CD duo, games; SNES games, pads, converters. Tel: 01623 759 800.

● For sale: MK, Turbo, Zombies, Alien 3, Madden 94, all for £10. World Cup USA 94 £15. All UK and boxed with instructions, all in excellent cond. Tel: Ben 0116 243 2134.

● SF2 UK (unboxed) sell for £15. Buyer must collect. South Kent area. Tel: 01580 762 783.

● Neo Cart games; Nam 75 for £25, Samurai Showdown 1 for £50, Memory Card £10, Tel: 0192 328 5766.

● Low price SNES games: DKC (UK) £30, FIFA (UK) & NBA Jam (UK) £22 each. Cybernator (US) & Contra 3 (US) £18. All for £99. Everything in perfect cond. with box and instructions, will swap any of above for Earthworm Jim. Tel: 0181 697 6453.

● I'll sell my UN Squadron for £20, Parodius £20, and Zelda £25. All UK, boxed with instructions. Or swap one for Super BomberMan 2. Tel: 01462 733 426.

● Bargains: SNES Pop'n Twinbee UK £20 ono, and Kev Keegans £15 ono. Also: Premier Manager 3 for PC, Never used £25. Tel: James 015396 36603 at weekends.

● Super SF2 and Super R-Type (both Jap) + Datel programmable convertor £40 ono. Tel: after 5pm 0161 941 3440. Ask for Callum.

● UK SNES, with 3 joypads, 5 games inc MK2, DKC and SF2 Turbo, all boxed as new, 6 months old; £150. Write to: Olu Fashakin, 76 Perrin place, Kenton, Harrow HA3 9UR.

● Super SF2 (UK) for only £45, box and instructions, good condition. Tel: John 0161 653 1004.

● SNES games: Super Metroid + players guide £30, Smash TV £15, Super Tennis £15, MarioWorld £10. GB games Zelda 4 £15, Empire Strikes Back £15, Moto Cross £10, T2 £10. Tel: 01235 763 733.

● For sale 100s of Sega Master, Mega games all between £3-£10. For list tel. Andrew 0161 427 8044.

● UK SNES games: Populous 2, Equinox, Lagoon, World Cup USA '94, £20 each. Mystic Quest £10. Tel: Chris after 4.30pm weekdays 01892 524 285.

● Super Bomberman for sale. Good cond. boxed with instructions £20 ono. Tel: 0161 941 4085.

● For sale/swap – UK: FIFA, Pilotwings, Sensi, SF2 Turbo, Bomberman, SMK. US: Jam, Mana, Sim City, SF2, Shadowrun, Super Tennis, Utopia. Prices negotiable 80% + games only. Tel: Owen 01756 701 609.

● SF2 Turbo Jap £12, Super Tennis £9. Excellent working order. Also extra pad £8, converter £5. Tel: Neil 01623 759 800.

● Sell (UK) Kick Off 3 for £20. Tel: after 5pm 01986 873 456.

● Street Racer, NBA Jam, Rock + Roll Racing, Super Star Wars, Super Bomberman and Mystical Ninja (all UK) and Buster Busts Loose, Axelay (both US) for sale. Tel: Mike 01224 630 625.

● SNES games for sale: WC Striker (UK) £30, NBA Jam TE (UK) £35-40, Royal Rumble (UK) £25, Shadowrun (US) £25, SF2 Turbo (UK) £25-30, Saturday Night Slammasters (US) £30, or swap for RPGs. Tel. Jay 01707 326 205.

● US games for sale, (SNES) Zelda 3 £20, Super R-Type £15, DKC £30, all in mint cond. With box + instructions. Tel: Andrew 01282 814 501. Lancs.

● UK SNES fully boxed + SF2, Super Mario Kart + joypads. All in perfect condition, boxes + instructions £50. Tel. after 6pm 01252 872 855.

● Games for sale, NHLPA Hockey £10, Street Fighter 2 £15, Flashback £15, (UK) adaptor needed for Hockey. Tel: Neil 01702 78167.

● WWR2 Super Stars 2 £10, Super Mario Land 2 £18.99. Tel: 01253 852 780.

● Mortal Kombat 2, Sensible Soccer, Super Probotector, DragonBall Z (Pal), Jimmy Connors. All UK. Boxed with instructions (except DB2) Tel: 01734 832 955.

● For sale Jap Super Bomberman 2, Multitap, and Stereo lead (Gold); £40 the lot or swap for FF3 (US version). Tel: 01492 580 622.

● SNES games £25 each: Syndicate, Punch Out, DKC, Might + Magic 3, Samurai Showdown, NBA Jam TE, also set of 2 infra red pads. Tel: Keith 01256 20055.

● Will sell MK, SF2 Turbo, for £30, or swap for Dragon Ball Z 3, or DKC, Super Punch Out, plus Game Gear games. Tel: William 01282 429 713.

SWAP

● Swap my Super Ghouls 'n' Ghosts, Streetfighter 2 or Aladdin for Sim City (UK). Tel: Greg 0181 531 1184.

● I'll swap my Starwing or SF2 Turbo for your Rock + Roll Racing, Action Replay 2 or Secret of Mana (UK). Tel: James 01395 516 133.

● I have DKC + SF2 (UK, UN B) and I want Starwing, Super Metroid (UK, UN B), I also want Mega Man X for Bubsy (US). Call on Saturdays 01299 405 495.

● Swap MK2 for Super BomberMan 1 + 2 (2 preferred). (No box or instructions for MK2). For UK SNES. Ask for Neil. Tel: 01506 880 923.

● I will swap my R-Type 3 and 10 issues of Games Master for any other shoot-'em-up. Will pay for P+P. Issues nos. 19-29. Tel: 01204 75681.

● Wanted Batman + Robin (UK) or SSF2. Will swap for any game: Aladdin (UK), Batman Returns (UK), Alien 3 (UK), or Cybernator (UK). Tel: 01689 859 748.

● I will swap my Game Boy with 2 games, (both 90% plus) for Super Play issues; 1-3, 5-6, 10-23, and 25-28. Tel: 0121 602 8279.

● Romance of the 3 Kingdoms 2 (US) + Universal adaptor. Would swap for any decent RPG/strategy game or sell both for £20. Tel: 01222 497 699.

● Cybernator for any good shoot-'em-ups or RPGs or £20. Tel: Tushar 0181 654 4018. Must be in London. Offers considered.

● Anime and game music CDs eg: Gradius 3, R-Type 2, Ranma, Dominion and many more. Sell for £15-£25 each or swap for Anime/Manga: videos, mags, books, comics, prints etc. Tel: Jamie 0171 731 1849.

● I will swap my Street Racer (UK) for Illusion of Gaia (UK) or SOM (UK). Tel: Jon 01242 518 318.

● Swap your SSF2, Bomberman 2, MK2, Street Racer or any good offer for my Mario World, Wayne's World, SF2 or Bart's Nightmare. Cheers! Tel: 0181 245 9585.

● I am setting up a swap and sell games club. If you have any type of games to swap or sell, tel: Richard 01793 488 392.

● I will swap my Starwing (UK) for your Mario All Stars, Sim City or Mystical Ninja on SNES. Tel: 0171 794 4431.

● Swap DKC (UK) for SSF2 (UK) NBA Jam TE (UK) or Earthworm Jim (UK). Tel: 01244 813 229.

● Swap any of my UK games: MK1, SF2, F-Zero + Super Tennis. Send your list of UK games to swap to: Gavin Long, 79 Riverside Court, Oxford OX1 4NQ.

● I'll swap my Shadowrun (UK) with box + instructions for your Soulblazer (US) with box + instructions or sale for £25. Tel: 0117 960 8595.

● I will swap my Action Replay 2 and Tribal Tap 6-player adaptor for Return of the Jedi, ISS, Theme Park or any other good game. Ask for Tom 0161 740 9247.

● Manga videos for sale or swap for M/D, SNES or GB games (sealed) videos 1, 2, 3, Guyver 808 or £5 each. Bargain. Tel: 0171 789 0828.

● I will swap my Bart's Nightmare, Shadowrun, Lagoon or Mystic Quest (all UK) for Final Fantasy 2 or any RPG games. Tel: 01892 535 704.

● SF2 Turbo (no box or instructions) for Ranma 1/2 1 or 2, or Dragon Ball Z 1, 2 or 3, you must collect. Please tel after 6pm 0181 524 2508.

● I will swap my Cybernator or Mega Man X (both UK) for Macross or Ranma 1/2. Tel: Peter 01983 402 741.

● Swap 2 games from either Probotector (UK), Smash TV (UK), F-Zero (UK), King Arthur's World (UK), or Cap America + Avengers (UK) for Secret of Mana, must be UK. Tel: 01424 441 325.

● I would like to swap my Buster Busts Loose or NBA Jam for Striker or Super Strike Eagle. Tel: Milton Keynes 505 954.

● I'll swap Darius Twin (US) unboxed and Starwing for either SSF2 or Inter. Superstar Soccer. Contact Rory on 0181 961 7569.

● Many SNES games for sale or swap. (UK/US and Jap). All games considered. Tel: Nik 0161 980 3537.

● Super Nintendo players, a new game exchange is now operating on tel. Hat 01707 268 285 anytime.

● I'll swap my DK, Stunt Race FX, Cybernator for Metroid, Madden 94, NBA Jam – all UK games. Tel: 0113 271 7663.

● I'll swap my NMS mags issues 5, 11, 13-23 and 27, all mint cond. and with most of the free gifts, N-Force 2 + 10 (VG No134 for your Mario Kart (UK) or Action Replay 2, ISS (UK), or 3 good Game Gear games. Or for £26 plus P+P, N-Force 2 £5. Tel: 01449 736 128.

● Oi! I'll swap my SNES and 8, yes 8, games inc MK2, for an Amiga 600 and a few games. Tel: 01974 261 585.

● I will swap Tiny Toons Adventures or Starwing for Earthworm Jim. Tel: David 01766 770 877.

● I will swap my Secret of Mana + SF2 Turbo (boxed) for Super Metroid (UK). Tel: Gavin 0191 526 3817.

● Super NES with 10 games, 2 controllers, A.V. Euro head, will swap for Sony PlayStation. Call between 4-9 pm on 0121 771 3581.

MESSAGES AND EVENTS

● I am French and I want a penpal any age. Write to: Treve Nicolas, 17 Rue de la Liberte, Sochaux, France 25600. *(Note from the ed: I used to be an assistante at the school in Sochaux. So, if you've got older brothers or sisters, they may know me. Is Madame Guillemot still there? If so, say hello for me! – Alison)*

● Hi! My name is Vanessa. I'm looking for pen friends anywhere in England. Preferably Manga fans like me! Write to: 18 Milton Road, Bentley Heath, Solihull, West Midlands B93 8AA.

● Female pen pal wanted 14-16, all letters answered. Photo if possible. Write to: Barry Spooner, 40 Essex Ave, Sudbury, Suffolk CO10 6YZ.

● Super Play issues 1-31 for sale. Good cond. No free gifts. Sell for £45 inc P+P. Tel: Matt 01392 422 853.

● 12 Manga videos for £50 plus Anime book. Tel: Rahman 0181 847 5267. (Quick sale.)

● I want a female penpal, aged 13+, any interests, photo appreciated. I will send photo + reply to everyone, get writing. Write to: Marc Davison, 11 Ridsdale Close, Kings Est, Wallsend, Newcastle, Tyne + Wear, NE28 9SR.

● Wanted: a penpal that must be into Anime like DBZ, Slam Dunk and City Hunter etc. Must call after school – 4pm. Tel: 01709 378 546.

● English boy seeks Japanese Girl for penpal relationship. Ages 15-17. Interest in Anime or Rock Music (not essential). Write to: John Downall, 23 St Mary St, Warrington, Cheshire, England WA4 1BJ.

● Penpals wanted from anywhere in the world, male or female, 14+. Also wanted penpals from St. Ives, Cornwall. Write to: Kim Bissix, 44 Lavers Close, Kingswood, Bristol BS15 2ZG.

● Penpals into any sorts of interests. Girl. I own a SNES. Write to: Asiedu, 346 Lordship Lane, London N17 7QZ.

● Hi! My name is Simon. I want a penpal age 13-14. I like computers, drawing and Manga. Tel. Simon for address. I am not a boring geezer! Tel: 01384 79413.

● Super Play issues 1-29, SP Gold, and 1 binder for sale £65 ono, splits possible. Also SF2 Turbo (US), FIFA (UK), NHLPA 93 (US) and Stunt Race FX (US), £25 each or 2 for £40. Tel: Martin 01243 602 462.

● Could anybody please please tell me where I could get Secret of Mana figures or does anyone own them? Tel: Stephen 0648 43729.

● Super Play issues 1-18, mint cond. £34. Tel: 01702 528 089.

● Loads of magazines for sale. Mean Machines, C+VG, Raze, Ace, Zero, Super Action, Super Play etc. £1-£2. Tel: Neil 01623 759 800.

● Super Play issues 1-30 in VGC. £45 the lot. Tel: (9-5.30pm) 0181 947 0416.

● Issues 1-24 plus 26, 27, 31 and Super Play Gold of Super Play – £50. Issues 1-3 and Super Play Gold – £10 each. All in good cond. Tel: 01244 301 383.

● Games World – 11 (missing free book) U.F.G – 3, 4, 5. EGM – Feb & March EGM2 – 8 Total – 37, 39, 40 Games Master – 25, 28 Super Play – 30 NMS -27 and Super Gamer – 9, worth £38.15, will sell for £30 or swap for decent SNES game (possibly a racing one). Must come to collect!

Only in London area. Will not sell separately. No time wasters! Also must phone between 4-7pm. Ask for Turning on 0181 968 8579. (NMS book – 30 missing review book and Super Play has a little writing on the ads page).

● Super Play issues 12-27 for sale, worth £37.50, sell for £32.50. Also NMS issues 11, 14, 19-20, 22, 24-27, 29, sell for £22.50. Tel: Ben 0116 270 7600.

● Total, issues 15-16,22-24, £10 the lot. Also White Dwarf 135-136, 144-145, 147-149, 150-152, 154, 157, 161, 169-173, 176; All £35. Tel: Ben 0116 270 7600.

● Calling all collectors of mags + posters. I have rare mags not available from Back Issue Depots, inc. Manga posters + vids, all worth £300+. Prices from 50p, offers welcome. Phone now to avoid disappointment on 0181 462 6838.

WANTED

● Wanted very cheap PC Engine CD Drive + games. I also have a list of Japanese anime merchandise (mostly second-hand). Tel: Scott 0121 356 8841.

● Famicom games wanted especially SD Great Battle 1, 3 + 4, SD Dodgeball, 1 + 2, Battle Pinball, CB Wars, Puyo Puyo, Oni, Super Robot War (any of them), Yaiba, SD Gundam GX, Slayers, Super Robot 3rd World War. Will buy or swap. Tel: Andy on 01509 413 528, after 7pm.

● SNES games wanted, anything considered, also wanted convertor, games like Stunt Race FX or Vortex or Earthworm Jim. Tel: 0191 488 0213.

● Has anyone got issue 5 of Street Fighter 2 – the comic. Mint cond. + in London area? Please call after 7pm 0181 742 0253.

● Hong Kong movies wanted for swaps. Jet Lee, Donnieyen, Jackie Chan, Chow Yun Fat, etc. Tel: Tang on 0181 509 2773. (weekdays after 4pm, weekends any time).

● Hello, I want the whole set of Super Street Fighter 2X collectors cards for £13 to £14.50, or half a set for £7.50. Include shiny cards! Tel: 01253 852 780.

● Has anyone got Super Probotector (Contra 3) or Super Street Fighter 2. Will pay £25-£30 each and will collect within reason. Tel: 01993 831 484.

● I am looking for either Ghost Pilots, Last Resort, Sidekicks 2, King of Fighters 94 on Neo Cart; if you have any to sell, phone 01923 285 766.

● Game Boy game wanted, Revenge of the Gator. Tel: 01244 335 740.

HARDWARE FOR SALE

● S. Famicom + 4 games: any reasonable offers considered. Games (boxed with instructions) include S. Star Wars + S. Tennis. Joy pads + adaptor included. Contact: Ferdie 01786 470 913.

● Jaguar Scart, 2 pads, Cybermorph, Doom, Aliens vs Predator, Tempest 2000, all boxed with instructions, perfect condition, £175 Phone: 01923 285 766.

● UK SNES with 5 games, including World Cup Striker and Mario Kart. Plus 2 joypads £75. Tel: Richard on 01600 860 114.

● SNES Pal or Scart for sale, comes with 7 games, 2 pads, converter and all leads, £115 for the lot. This includes postage anywhere in UK. Tel: 01923 285 766.

● Neo Geo Pal or Scart, boxed, good condition, comes with stick, Samurai Showdown 1 + other game, £200 ono. Tel: 01923 285 766.

● UK SNES, 2 joypads, Superscope, Multitap with 13 games inc MK2, DK, MK, Street Racer, Smash Tennis, £300. Tel: 01761 413 690.

● Atari Jaguar, unwanted gift + Cybermorph + Doom, 11 months warranty, mint sell only £150. Tel: 01543 504 119.

● Game Gear, 2 games, car adaptor, Gear Master, mains adaptor: £75. Also Master System II, 13 games worth £310+, sell for £180+ (with tips books and mags). Tel: 0151 734 4790.

● Sega Multimega with games inc FIFA 95, SSF2, 2 six-button control pads. All for £250. Buyer must collect. Tel: Jay 01707 326 205.

● PC Engine Scart white Jap + pads, colour booster, PSU, 4-player tap and B-ball. Best old skool hardcore console easily: £60. Tel: 01252 621 601.

● Neo Geo boxed – 2 joysticks + memory card, Art of Fighting 2, Viewpoint, Samurai Showdown, World Heroes 2, Fatal Fury 2, Soccer Brawl, Ghost Pilots, Magician Lord; £375 ono. No splits. Tel: 01525 873 573.

● UK SNES + 17 top notch games inc FFIII, Secret of Mana, Rock & Roll Racing, SFII Turbo etc + 2 joypads, U. Adaptor + issues 6-29 of Super Play, all for the basement price of £420 ono. Tel: Raed 0181 948 3047.

● SNES, 2 controllers, scart leads, too many games to mention. All types RPG, racing, sport, platforms etc. All boxed for £350 ono. Tel: after 6pm 0181 783 0152.

● Mega CD II in mint cond. with 7 CD games, worth £350 will sell for £180. Tel: 0115 929 8863.

● Super Gun Deluxe scart with all the extras + 2 six-button pads, original SF2 CE, Rolling Thunder, 3 Wonders. Play arcade classics. £300. Tel: 01252 621 601. After 6pm.

● UK SNES for sale, 15 games inc Axelay US + convertor, Donkey Kong Country, Super Empire Strikes Back, Aladdin, Mario Kart, Desert Fighter, S. Star Wars, Zombies; £290, will consider separates. Tel: Ben 01206 298 954.

● Amstrad 464, games + business computer over 130 games, 2 joypads and instructions booklets, monitor included; £200. Also NES 10 games £80. Both for £260. Tel: Elderslie, Renfrewshire (Scotland) 323 392.

● SNES (Jap), 1 controller, 3 adaptors and 14 games. All for £120. Tel: 01622 750 901. (Kent area only).

● UK SNES for sale with 2 super joypads plus Mortal Kombat 2. Will sell for £80, sensible offers welcome. Tel: 0181 550 5128.

● For sale : SNES emulator for the PC. Tel: Matthew 0181 524 4326 for more details.

● SNES UK, 3 joypads, 16 games, Super Scope, Super Game Boy. (inc Zelda 4 SGB, DKC, Mario Paint + mouse). All for £300. Tel: 01305 788 025.

● Neo Geo + joystick £140; games £30-£50, all boxed, mint. Tel: 01623 759 800.

● US SNES + 15 games, Final Fantasy 6, S/Mana etc. 3 joypads, bar code battler, SF2 Turbo, Multitap. All for £450. Tel: 01753 689 739.

● Neo Geo, 2 sticks, 7 games, all boxed, mint; £490 ono, will split. Also Turbo Duo + pad, 4 CD games; £190 (mint). Tel: 01623 759 800.

● Super Famicom Pal (switchable 50/60hz), scart lead. SFX converter, + 8 games inc SF2 Turbo + Secret of Mana. Excellent cond. Everything boxed + instructions; £290 plus P+P. Tel: 0117 987 7037.

● SNES UK, 21 games inc. MK2, Int Superstar Soccer + Super Punch Out, Nuby carrycase, Action Replay, Universal Adaptor, 3 joypads inc. programmable pad; all boxed perfect mint condition, worth £1000, sell for £480. Tel: after 6pm 01428 652 480.

● UK SNES with 11 games, SN Pro pad and Jap/US converter; £270 inc postage or split games £25-£30 each. Tel: Dave 01252 782 777.

● SNES UK 2 control pads, 3 games inc. Mario All Stars, MK2 and F1 Racing; Exc cond £100. Tel: 01506 827 422.

● Atari Jaguar with Cybermorph, Tempest 2000 and Doom. £200. Tel: 01462 686 373.

● Free Mega Drive with UK SNES, 2 pads, Multitap, over 90 games: DKC, NBA Jam TE, Punchout, Int Soccer, Cannon Fodder + loads more; £420. Tel: Dan after 6pm 01270 582 231.

● Game Boy with 33 games inc Tetris, Dynablaster, Dr Mario, Mario Tennis; a bargain at £70 the lot. Tel: 0676 533 602.

● UK SNES with 10 games inc Super Street Fighter 2, Rock + Roll Racing, 2 joypads, 1 joystick, US adaptor; £220 the lot. Tel: 0676 533 602.

● Neo Geo, 2 joysticks, memory card and 16 games; £650 will split. Neo Geo has Jap Blood conversion switch. Tel: 0181 859 8903.

● UK SNES, 10 great games like Streetfighter 2, Starwing, Flashback etc + 2 joypads, £120 ono and it's yours. Tel: 01206 763 697 after 6pm.

● Jap SNES with converter to play US/UK games. 18 games inc DKC, MK 1+2, Street Racer, I.S. Soccer, SF2 Turbo, Stunt FX, Zelda, B. Man, Mys Nin 2, + M. AllStars; 2 joypads, programmable, all boxed: £400 ono. Tel: 01745 354 695.

● Back issues of Super Play from 1-25 also the Edge from 1-20; £2 each. Tel: 01363 773 023 Tuesday evenings only.

● UK SNES, boxed, excellent cond. 9 months old, 3 games SF2, DKC, Soulblazer (USA) 2 controllers. All boxed, instructions; £90. Tel: 01722 743 948.

● Mega Drive for sale inc 4 games; £65 bargain, with 1 joypad and new adaptor. Tel: 0753 540 542.

● UK SNES with 7 games and 2 joypads, less than 1 year old, v.good cond. £200 ono. or swap for Jag with Doom. Tel: Chris 01642 483 321.

● SNES for sale with 3 controllers, 1 carry case, 8 games inc Mana, SF2 Turbo, DK, loads of mags. Worth £450 sell for £200. Tel: 01666 823 712.

● UK SNES with 3 joypads, 5 games inc MK2, and DKC, and SF2 Turbo. Boxed, 6 months old; £150. Tel: 0181 908 3982.

● UK SNES for sale, inc 3 pads, Multitap, uni adaptor, 11 games inc MK2, DKC, Int. Super Soccer, MarioKart, R-Type III, etc. All boxed in good cond. £300. Tel: 0181 683 1804.

● Game Gear, adaptor + 7 games inc: Land of Illusion, Sonic Chaos + Micro Machines. Sell for £80. Tel: Mark 01483 766 876.

● Bargain! UK SNES, 2 controllers, 5 classic games – £105 ono + S.P. issues 1-27 free! Ask for Robin, 6-8pm weekdays, buyer must collect. Tel: 01572 724 019.

● USA SNES, 12 games inc, Scart lead, games adaptor, 3 joypads, 1 joystick. All boxed as new (games inc are DK, Cybernator, etc) Sell for £225 + mags + vids. Tel: 0181 297 8429.

● PC Engine with carry case,1 joypad + Ariel Splitter + 12 games (Side Arms, Final Soldier, Image Fight, R-Type etc). Exc cond. £110 + mags. Tel: 0181 297 8429.

● Sega MD, 7 games, carry case, 2 joypads, Master System, converter; £110 excellent cond. Tel: 01782 285 704.

● USA SNES, 12 excellent games inc. MK2, Mana, Super SF2 etc. Multitap + 3 joypads, converter, Action Replay 2, cleaning kit. All immaculate condition, sell for £230. Tel: 01376 570 155. Essex.

● Neo Geo cart-machine, 1 joystick, scart lead + PSU. Includes game Samurai Showdown boxed and mint, no splits. £200. Tel: 01865 820 852.

● UK SNES, 3 pads- Stereo leads,converter + 20 top games inc. NBA Jam CE, DKC, Super Punch Out, Street Racer and loads of mags. £500. Tel. for full list, any time 0181 848 8251.

● NES, 2 pads, gun and 26 games, everything boxed, mint cond: £120. Will split. A few PC Engine games for sale £4 each. Tel: 01623 759 800.

● Game Boy for sale + Nuby snap 'n' power adaptor. Light magnifier games: Mario Land 2, Wario Land, Alfred Chicken, Prince of Persia, + Tetris. £80 the lot, or £75. Tel: Paul 01444 242 067.

FANZINES

● Got Tetris? Get the Tetris Tips book. Packed full of information + tips. Ideal for anyone who plays the game, suitable for Tetris on all formats. Send cheque/postal order for £2.50 To: Tetris Tips, P.O. Box 86, Stockport, Cheshire SK5 6TG.

● Issue 4 of Wham! The Ultimate Mini Mag is now out. It has reviews, puzzles, comps, cartoons and loads more, and it is in colour! All you need to do is send 50p + your name + address to: L. Tonner, 58 Scott Drive, Cumberland, Scotland G67 4LD.

● "Journey's End" – all console RPG fanzine £1.50. Wanted reviews, tips, letters, + artwork. Write or phone Ann: 0121 604 7524.

● Get the best fanzine in the world – "Gap". Covers SNES, Megadrive... to 3DO Playstation & Saturn. Send £2 to: Onn Lee, 125 Arnold Road, Bestwood Estate, Nottingham NG5 5HR. Contributions welcome!

● Writers + artists needed for Manga/Anime videogames fanzine. Tel: Lee on 0113 252 0499. Cheers!

● MK2 Guide, send cheques payable to Simon Duffin for £2.50 (£5 abroad) and address to: Simon Duffin, 18 Witton Way, High Etherley, Bishop Auckland, Co Durham DL14 0LR.

● Writers + artists wanted for new Manga, Anime, multiformat console/computer fanzine that's actually funny!! Tel: Lee after 4pm on 0113 252 0499.

● Manga, Anime and SNES, Sega, 3DO, PC owners wanted to produce fanzine. You don't need to be a great writer. Tel: Lee 0113 252 0499.

● Fantasy Fans wanted for Fantasy fanzine. Please write to: Catriona MacRae, Kings Mill Lodge, Kings Cross Lane, South Nutfield, Surrey RH1 5NG.

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Fill in this form (in capital letters, please, bearing in mind that we won't print your name or address – just your phone number), **stick it on the back of a postcard or envelope or it will go in the bin** (well, would you like to open 200+ envelopes?), and send it to Supermarket, *Super Play*, Future Publishing, 30 Monmouth Street, Bath BA1 2BW. If you're under 18, please ask your parent or guardian to sign the coupon. This service is only available to private advertisers.

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EXCITABLE VIEWPOINT
PLAY BACK

Go on, send your letter to us. From this month on, if it's either: a) reet interesting and thought provoking, or b) reet funny, you stand a chance of winning the new star letter thingy (for which there will be a prize!). If it's c) a beetroot, we'll just have it in a light salad for tea.

'DARE TO DO IT'

I was really thrilled when I saw *DKC* for the first time and it had me wondering if I could see such graphics and animation in other types of games. I think so, but if a single SGI workstation costs around one hundred thousand dollars, how will the small software companies compete?

I mean, are we going to see another Silicon Graphics type of game not produced by Nintendo?

If someone were to start now, the game would be finished right about the time the Ultra 64 will launch.

Think of all the great new releases... Just dream, but at what price? Will the small software companies dare do it? And, if so, when?

Emmanuel Veloso, Coimbra, Portugal

Well, *Uniracer* used SGI workstations to generate its graphics, but, yes, it did require the marketing muscle of Nintendo to get it on the shelves.

There are, of course, numerous ACM titles on the way from Rare – again through Nintendo – but many independents are actually tooled up to create similar stuff (Ocean and Gremlin, for example, both have massive in-house graphics capacity).

The real reason for independent releases of this style appearing lies in the cost of cart RAM to third parties.

ACM games are hugely demanding in memory terms, and no-one other than Nintendo can competitively supply carts with the 32Mbits required. It's a shame, and we can only hope that Rare's output alone will be enough to keep us happy...

'MY POE ESSAY'

To show that you can get more 'play per pound with a SNES, I have compiled a price comparison chart. It compares an imported PlayStation and a SNES with games. LOOK!

PlayStation & *Ridge Racer*	£550
or:	
SNES (inc. *Mario Allstars* & *SMK*)	£99
SFII Turbo	£19.99
Zelda: A Link To The Past	£19.99
Pilotwings	£19.99
Wildtrax	£39.99
FFIII	£59.99
Starwing	£19.99
Parodius	£19.99
NBA Jam TE	£49.99
Super Mario World	£39.99
Super Metroid	£39.99
Super Bomberman	£17.99
Multitap	£19.99
3 x Fire joypads	£29.99
Fire SFX adaptor	£12.99
Super Play subscription	£27.99
TOTAL COST:	**£537.85**

PHEW! A SNES with all those games and extras. Aahh. Heaven. Almost beats racing around one track trying to hold a joypad which is too small.

Right, enough writing – it's time to go to college to write my Poe essay. Popping into the local arcade beforehand, of course.

Richard Melville, Exeter

Phew indeed. Thanks for compiling such an exhaustive argument – you're making a very important point about the Super NES.

In the 'affordable' machines stakes it beats the pants off the Jaguar and the Mega Drive in most areas, and that's why Nintendo still has so much faith in it.

'SUPPORT ME AND MY GAME'

I am desperately seeking your advice. I just do not know what to do.

I have been designing my platform game, Leo and Deenie (sorry, no pictures because it's costing me too much), for over two years. Unfortunately it is all on paper because I have no computer. In the duration of its development I have sent my designs to several software houses asking for publication, only to find my work returned to the accompaniment of a resounding 'no!'.

My latest venture was requesting sponsorship. I sent my game to Britvic UK and again they looked at it and said no.

I do not want to sound crude but I have not got a clue what to do, what do you think? All I need is someone who will support me and my game. Is there anybody out there willing to help me?

Ryan Gregson, 133 Main Street, Aberchirder, Aberdeenshire, Scotland, AB54 5TB

We suspect that the lack of interest in your game is down to its style, Ryan. Nowadays, platformers not attached to film licenses are like talking dogs – very rare. And without any programming abilities at their disposal, someone managing to get a platformer off the ground is like a dog that speaks Norwegian – even

KINDLY LEAVE THE STAGE

'*joke* n. *1.* a humorous anecdote. *2.* something that is said or done for fun. *3.* a ridiculous or humorous circumstance. *4.* a person or thing inspiring ridicule or amusement.' Well, that's an official dictionary definition, anyway. Watch as Super Play readers fail to comply with such basic notions...

Q What's the difference between MN8 and the M25?
A It'd be much more entertaining to drive over MN8.
Q What did James get on his IQ test?
A Saliva.
3/10 and 4/10

Richard Smith, Thurlston, Nr. Sheffield
You're almost there, Richard.

Q What goes quack, quack, ding?
A A duck in a microwave.
Ye Ming Shum, Connock, Staffs
-4/10 (Due to it being in poor taste.)

Get 5/10 or above for your joke and you win yourself something spesh. Kindly Leave The Stage, *Super Play*, 30 Monmouth Street, Bath BA1 2BW.

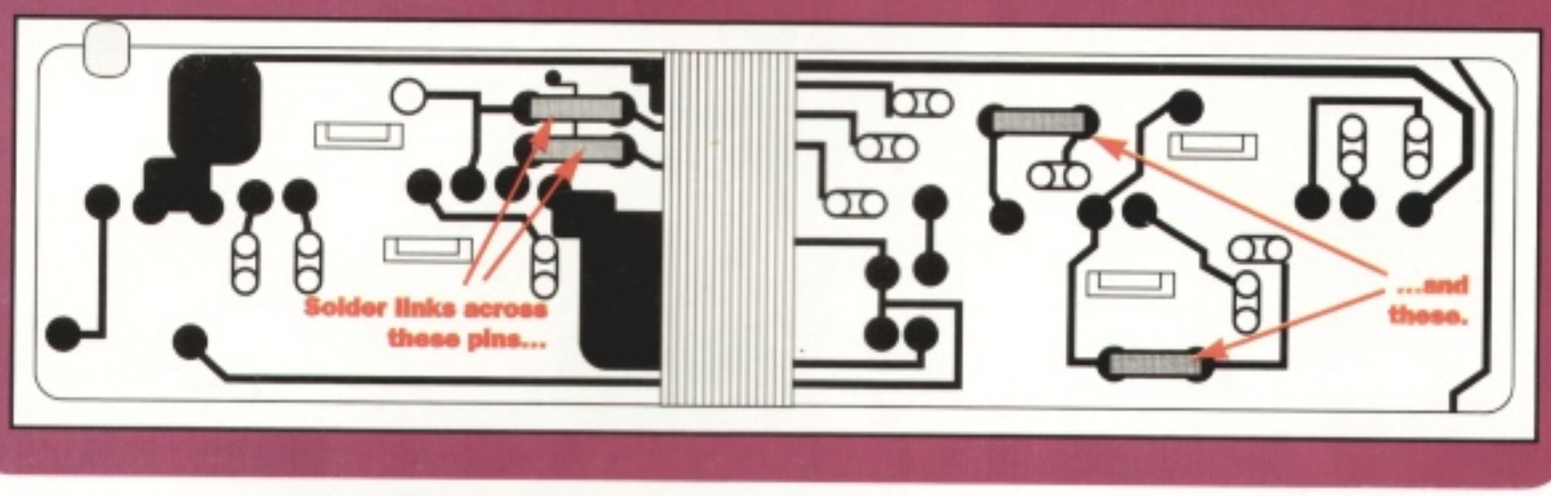
'HOLDING SCREWS'

Here's the information on how you can get UK SNES machines to accept foreign joypads. All that is needed is four wire links to be soldered onto the board configuration in circulation. The joypad board can be removed easily from the rest of the system simply by removing the holding screws and carefully pulling out the connecting cable.

If it's not too much trouble, would it be possible for you to send us a photo of the 50/60Hz conversion that has been done to Wil's machine? We think that it would help a lot if we could see what the 'normal' conversions look like so we could work out how to convert UK machines.
Ben Carter and Richard Castle, Coleraine, N. Ireland

Thanks for the diagram, chaps – re-jigged and reproduced here by Ollie's fair hand. Of course, we're morally bound at this juncture to point out the very obvious dangers of setting to your trusty SNES with a soldering iron, quite apart from invalidating your warranty. Concerning Wil's machine, he doesn't actually have a switchable display, merely a 'special' switch at the rear which changes from normal to 'advanced' display (the colours go from bland to all lovely and rich and that). So we can't help there.

(Below) The answer to all your foreign joypad problems is here. But how many of you will need use it?



THE SUPER PLAY INTERESTING-O-METER

Please us with 'HOT' topics. Or incur our hot, fiery wrath with those of a 'NOT' nature.

Your thoughts on the SNES conversion of *Doom*

What you want next: hot new SNES carts, or a shiny NU64

HOT

NOT

Any next generation machine other than the Ultra 64

Getting a job in the software industry

rarer. Perhaps you should put some thought into a more original type of game and try again. But we've printed your full address as you requested, so that any interested parties can get in touch directly.

'LOOK AT THAT, MUM!'

Well, I've just swapped *Donkey Kong Country* for *MKII* and I feel like I've just been plucked from the Lusitania's liferaft by The Titanic.

Double disappointment!

Both games consistently reviewed at over 90% and both are yet another triumph of eye-catching graphics over gameplay. *Donkey Kong* was fun, I suppose, in a sort of, 'Wow, look at that, mum!' kind of way, but its gameplay on later levels sucked.

Where is the skill in relentlessly being killed by yet-another-monster-which-I-couldn't-see until you learn the whole level by heart? As for the much-vaunted bonus levels – what a swizz.

Most of the later ones involve almost-but-not-quite plunging to your death, or insane and irritating leaps of faith and, ultimately, aren't worth the bother.

As for *MKII* – a sad, pathetic joke! The unintuitive gameplay makes for a tedious and eventually unrewarding process by learning a series of ridiculously-animated special moves until you can master (?) a fatality.

By the way, I've just had a go on *Killer Instinct* and it plays like a dream and is as addictive as *SFII* any day.
Michael Foster, Blackpool

Super Play prides itself on its independence, and would like to think that it gives widely-acclaimed games just as rigorous testing as bog-standard stuff.

And that's why, of all the specialist videogame press, we didn't go as overboard with our reception of the two games you mention as everyone else did. We hope the stance is appreciated.

'ORCHID – A TART'

I know you're bored with letters about *Killer Instinct*, probably because you don't want to waste valuable space with letters about how good it is. Fine, then print this: *KILLER INSTINCT* IS CRUD.

Let's start with the characters; what an original bunch they are! Jago – a ninja with a Fireball and a Dragon Punch. Hmm. Orchid – a tart with suggested Oriental backgrounds and a helicopter kick. Hmmm. Combo – a black boxer with various dashing moves, who's a bit crap. Hmmmm. Thunder – an American Indian with a T in his name. HMMMMM.

I could also compare Riptor and Sabre Wulf to Blanka, but I think you get the point.

Another heinous crime committed by *KI* is that the combat area is still 2D. Now I'm no way prejudiced against a good, old-fashioned 2D scrap (*SFII* is one of my all-time faves), but if you've just finished spinning people round 360° with a Gorilla Press in *Tekken*, the least you're expecting from a supposedly next gen console is a bit of 3D jiggery pokery.

Now we come to its biggest flaw; its combos. When *SFII* came out, one of its most captivating points was its seemingly limitless combo potential. The good thing about combos is that they can be pulled off on the spur of the moment without even thinking what you're doing. What they should definitely not be is a modified special move with no emphasis on creating combos and instead trying to find things that have been programmed into the machine from the start.

I'm just as much a Nintendo fan as anybody, but considering the nosedive they've taken recently (hey, sign up lots of companies like Angel that have absolutely no experience in the console market) I won't be waiting for an Ultra 64 when there's a

HIGHLIGHTS

I'd like to see my name and letter in your mag
Neil Oldfield, Macclesfield, Cheshire
Well, consider yourself halfway there then.

I managed to save £40 after two giros of saving, and went to town to a games outlet shop.
M. Lobban, Aberlour, Horayshire
Congratulations. Anyone spending their dole money on carts and not good-time consumables has our blessing. Tricky business, though, isn't it?

I'm looking forward to the informative and total dismembering of *MKIII* you now have the duty of performing.
'The Future'
It's going to be a long wait, 'Fewtch'.

PS What does 'coin-op' mean?
Loz Word
Coin-op is short for coin-operated – something that, on their days off from work in the hustle and bustle of monetary circles, little coins like to gather together and use. *(Oh, do behave – Ed)*

Software, direction: Forward. Guile, Rick Moranis.
Justin Phillips, Clacton-on-Sea, Essex
Eh? Beg pudding?

Hi, I'm writing about my fiance, Clifford Bonney.
Miss S. Evans, Headington, Oxford
We couldn't print your whole letter, Miss S. of Headington, but would suggest that Clifford perhaps gets in touch with one of the myriad companies who advertise in Edge Moves.

Some of us *Super Play* readers are old enough to go to the pub and everything!
Dave from out of cyberspace
Well, if you see us down there, the round is a glass of white wine, a pint of Caffrey's, a pint of bitter and a pint of Blackthorn.

Cheers!

Saturn with *Virtua Fighter* out there with my name on it. See ya.
Richard Green, Scholing, Southampton

Considering the announcement of SNES *Killer Instinct*, we thought it appropriate to print just a few more letters concerning the game. Sadly, the first happens to be a scathing attack on it. Well, there are tens of thousands out there who'll disagree with every point you make, Richard, but you're perhaps validly damning when you demand something more 3D. Truth is, Rare and Nintendo already know this and are currently putting together *KI2*, which will be an altogether more ground-breaking game.

But hang on. You won't be around to see it, having already bought a Saturn and *Virtua Fighter*. Double doh!

'I AM GOOD OR BAD'

Would it be possible for you to show the age of the people who send in drawings to Envelope Art, so that I can get an idea if I am good or bad for my age? My name is Robin Clark and I am 13 years old. I am a real manga fan and have sent a drawing to Envelope Art in the past.
Robin Clark, Belfast, N. Ireland

If Envelope Art senders feel the need to include their age then we'll print it, but we can hardly insist on it. After all, age is but an accumulation of numbers, or so those of us with advanced accumulations insist, anyway.

WRITE NOW!

YOU! Yes, you! That exciting SNES-related thought you just had – scribble it down and luzz it to us. We're here:

PLAYBACK,
SUPER PLAY,
30 MONMOUTH STREET, BATH BA1 2BW.

ENVELOPE ART!

Get your art in print and collect a *Super Play* pen. If it's the winner, you could win our much acclaimed Mystery Prize of the Month.

WINNER!

M. Kiskado from Maidenhead, Berkshire wins a Nuku Nuku video for this rather fine drawing based around the fine tale that is 3x3 Eyes.

Mazza takes to the skies in his battle-suit – check the expression on Koopa! Thanks go to Lee O'Connor from Diptford for this.

Okay, so Chun Li might look like she's in a bit of a sulk here, but we think Carl Ripley of Barrow-in-Furness has captured the lass's spunky nature.

Zarina Liew from Cambridge has gone for the unusual trick of representing past and present members of the *Super Play* team in superhero guises. More please, people.

Dan Knight of Brighton proves that felt-tipped pens really do rule when it comes to colouring in large spaces!

World Exclusive

On sale 1st July

Ultimate Future Games gets 'Loaded'

First in-depth preview of one of the goriest shoot-em-ups heading for PlayStation Central

FINAL FANTASY FORUM

Swab! Scalpel! Fish Slice! The Forum shows you how to play Florence Nightingale with some yummy marine creatures...

Judging from the frantic questions being raised in the Forum, some of you could do with a double measure of help against the more fearsome monsters. We're more than happy to reveal one of the loopholes in the system for your benefit.

Forget Meteo, Ultima and even Merton. Much earlier in the game there's a simple little trick for blowing away any difficult enemies, even bosses like WrexSoul, if you know the magic words. Although it's normally considered a defensive spell for your party members, casting Vanish on your opponents makes them impossible to hit with physical weapons but decreases their defence against magic. Couple this with an instant death spell like Doom and you can wipe them out swiftly and efficiently.

Later in the game you'll find that Doom still isn't effective enough; try X-Zone instead for a 99% probable outright kill. However, be warned that X-Zone will destroy an enemy AND any item that they would normally have surrendered on defeat, including valuable treasures. Use it on Doom Gaze, for example, and you'll completely miss out on the Esper Bahamut. So be discerning in your application of the technique.

Jappellations

We've confused a couple of readers, including Robert Giles, with our use of *FFVI*'s original names. Square USA translator Ted Woolsey anglicised some of the names, whilst others were shortened to six letters necessarily: Japanese ideograms can say a lot more in less space, you see. If you're a purist, though, you might want to draw on this list.

FFIII (US Name)	*FFVI* (Japanese name)
Terra	Tina
Locke	Lock
Celes	Celes
Cyan	Cayenne
Sabin	Mash
Edgar	Edgar
Setzer	Setzer
Strago	Stragus
Relm	Relm
Mog	Mog
Gogo	Gogo
Umaro	Uumaro
Shadow	Shadow
Gau	Gau

HOW TO SAVE CID

Cid's been waiting a year to get in that bed.

Last month we mentioned that a rumoured special ending to *FFIII* involved saving Shadow and Cid. It seems many players aren't aware that it's even possible for the player to save Cid's life, so here's the secret.

When you first meet Cid in the World of Ruin, he has a hidden health stat of 120 Hit Points. His HP rating decreases by one point for every second Celes spends at either the seashore or Cid's house – but not, take note, when she's wandering the island outside of these locations. To help Cid recover completely from his sickness, you must raise his HP to a value of more than 255. And that's where the fish come into it.

Down at the seashore you'll see some fish swimming around, and it's possible for Celes to wade in and catch them if you hit A when standing next to one. Take these fish back to Cid and he'll be fed all of them when you speak to him. But make sure you only give him the right sort, as the comprehensive *Super Play* Fish Data Table explains...

Fish Type	Speed	Cure Value
Yummy Fish	Fast	+32 HP
Just a Fish	Normal	+16 HP
Rotten Fish	Normal	-4 HP
Fish	Slow	-16 HP

Capture all but the slow fish to feed him life-preserving sushi.

The probability of each type appearing is 50%, so a Yummy Fish may not always be for the taking. The number of fish and their quality is reset every time you feed Cid, but even so it's a pretty tough challenge. You've effectively got two minutes to accumulate 256 HP in fish...

Our sincere thanks to Ben Wickenden and to Tatsushi.Nakao@Colorado.EDU for serving us this tasty data snack in the FF Cafe. However, we wouldn't recommend players save Cid on their first attempt at *FFIII*: we think that the downbeat mood of the second half of the game is made more effective, from a dramatic point of view, by Cid's death.

'Cid... you'd feel better without the anorak on.'

Cid's refusal to de-parka in bed leads to tragedy.

THE SUPER PLAY (AND, ER, BOB) CHALLENGE

Bob from Wigtonshire wonders if anyone has found Square's trademark, the simple face hidden in a background graphic (see Ask Allan, *SP20*). Cripes. The sheer size of both worlds makes us tremble at the thought of searching for it, even with a chocobo or an airship, so we'll just ask: has some eagle-eyed traveller discovered it accidentally?

Relm's dream sequences present another challenge. Andrew Cairns of Ayr notes that Relm has recollections and flashbacks like Shadow's if she's in your party when you rest in certain villages. We know that they explain the connection between Relm and Shadow, as we hinted before, but can anyone provide us with the definitive dream data for acquiring these visions?

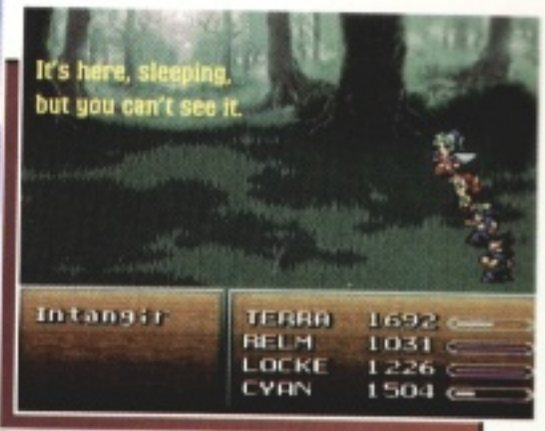
INTANGIR HUNTING SEASON

It's about time we gave the answer to our little challenge, isn't it? The Intangir is found anywhere on the Triangle Island in the north-eastern corner of the World of Balance, although there's a higher probability of meeting it in the square forest. It's a level 26 monster, has 32,000 HP and 16,000 MP, and casts Meteo or Flare whenever you disturb it with magic. When visible it becomes prone to physical damage. It remains sleeping whilst invisible, however, so you've got all the time you need to heal yourself up after an attack. Casting Demi twice will take off 9,999 points each time, but its repeated use allows the Intangir to escape. Our little Vanish plus Doom/X-Zone trick will also work on it.

Aitor AB of Spain believes that odd things can sometimes happen if Relm tries to sketch it, or if you turn it into an Imp. Individually, Gau's Rhodox Rage and Mog's Dusk Requiem can Snare it. A Slow or Stop spell can provide valuable extra time. To wake the Intangir, Cyan's level 5 SwdTech Empowerer actually works as a magical attack.

The Intangir has two values. When defeated, it's worth a respectable 10 MP to Esper-carrying spell learners. It also possesses a desirable piece of Magicite which Locke can eventually, but with difficulty, steal from it.

Various solutions received in the first month from Robert Giles of Dorset, K. Pickering of Troon, Dan 'Ranma' Lai of Cardiff, Vincent Chan of London, K.F. Chong of Cowley, Neil Oldfield of Macclesfield, Ian Hawkes of Weston, John Theobald of Lymington, Peter de Boer of Landsmeer (Netherlands), and Anne du Chatinier herself, but Anthony Wilton of Ruislip gets the goodies for being first.



'Hold still, I haven't quite captured your brooding menace.'

FINAL ARTWORK

We loved this cartoon so much, we had to print it. Reema Al-Malik from Dubai penned it and painted it, and popped it in the post to us. Cheers, Reema.

WHAT? THAT'S IT?

Sadly it's time once again to find a starbright spot, pack the chocobo off to its stable and fashion a tent in the same colour as your clothes. Send your Square-related queries, tips, artwork and any other fancies to **FINAL FANTASY FORUM, *Super Play*, 30 Monmouth Street, Bath BA1 2BW.**

PROFILES

UMARO

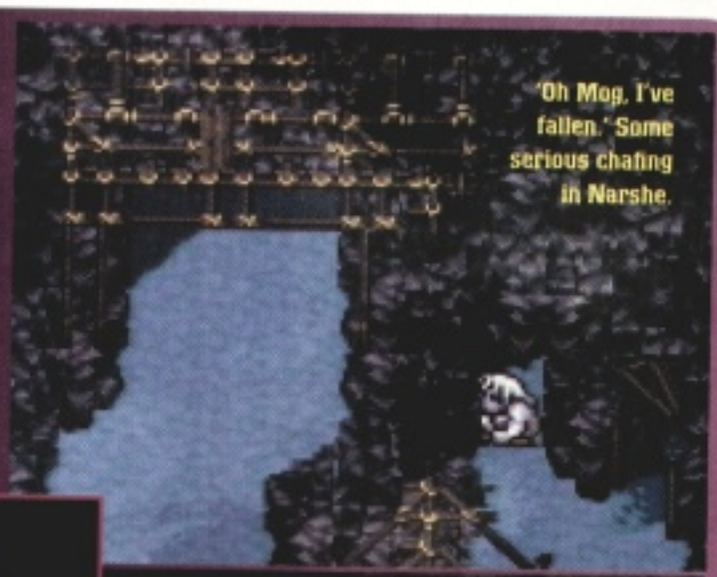
The Sasquatch of the North is that archetypical dramatic figure, the gentle giant. This hidden character hasn't evaded many people, but the trick to getting him to join is to make sure Mog is in your party.

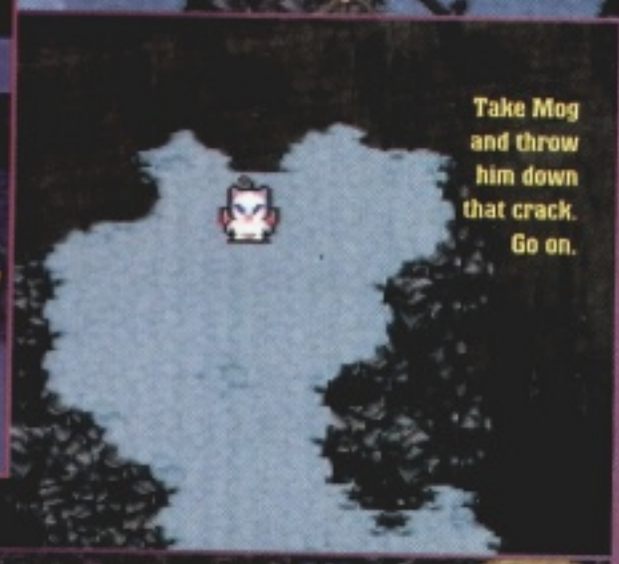
Look for Umaro in the world of Ruin by returning to the cliff above Narshe. Defeat the Esper Tritoch there and then leap into the crack at the cliff edge. Working your way through the caves, you'll come across a bone carving: press A on it to receive another esper, Terrato. Umaro will appear, none too happy that you've jumped his bones (so to speak), but defeat him in battle and Mog will convince him to join up.

Umaro can't use conventional weapons or armour but to see him at his most dangerous, equip him with the relics Rage Ring (where he uses other party members as missiles) and Blizzard Orb (which gives him an Ice Storm attack). You'll find these items in the Caves on the Veldt and the Ancient Castle respectively.

And a little hint... what if you're struggling to climb the Fanatic's Tower? Try taking Umaro in your party. You might not expect this to work, as physical attacks are supposedly impossible in this area, but Umaro manages to break the rules very effectively. Nobody argues with a Sasquatch...

Equipped with the Blizzard Orb, Umaro's Storm attack affects all enemies simultaneously for thousands of HP damage. And it's bloody cold.


'Oh Mog, I've fallen.' Some serious chafing in Narshe.


Take Mog and throw him down that crack. Go on.

Then you'll find Umaro at home, enjoying a fine bone sculpture.

IRRESPONSIBLE pictures

PROJECT A-KO 2

Manga Video

45 minutes (dubbed) RRP: £9.99

12

Way back in the mists of time (well, 1992 actually) when Manga Video's monthly release schedule didn't read like a telephone directory, there was a tape of what is sometimes erroneously known as a 'fan favourite'. In contrast to the usual monsters and sci-fi, *Project A-Ko* was a wild anime comedy. A parody of other anime. High school girls in sailor suits, giant robots, aliens and exaggerated facial expressions were all thrown in together, plus, if you were a real fan, enough in-jokes that, if you recognised them all, would make you feel that you'd watched just a little too much of this Japanese animation lark.

Now we're in anime overload '95, and we finally get to see the follow-up OAVs starting with *Project A-Ko* – Plot of Financial Group, Daitokuji. This follows on directly from the first movie. A-Ko (Athletic), B-Ko (Brainy) and C-Ko (Cute) all attend the Graviton Institute for Girls where it's almost time for summer vacation. As usual B-Ko is jealous of A-Ko's friendship with C-ko and plots to win C-Ko away from her, although why this would involve the designing of the mother of all giant robots can only be explained if you've seen the first movie.

Meanwhile the crashed alien spaceship which is impaled on the city tower (oh, did I forget to mention that?) has been turned into a leisure centre and its alien technology is the object of B-Ko's father's devious attentions.

At only 45 minutes it doesn't take long for the missiles to start firing and mass destruction to ensue. There are just as many cameos and references to other films to spot (freeze frame the crowd scenes) as before and there's a nice bonus at the end of the tape of some original Japanese promos and trailers, and even a pop video.

Although *Project A-Ko 2* definitely works better if you've seen the first film, it's not impossible to get along with and is certainly recommended if only to see a spaceship with a giant C-Ko head on its nose.

Wil Overton

4 out of 5

SLOW STEP

Western Connection

45 minutes (subtitled) RRP: £8.99

12

I can handle anything as long as I get my regular dose of British soaps. So, in my quest to find the ultimate soap opera, I was pleased to sample the world of anime soap opera for the first time.

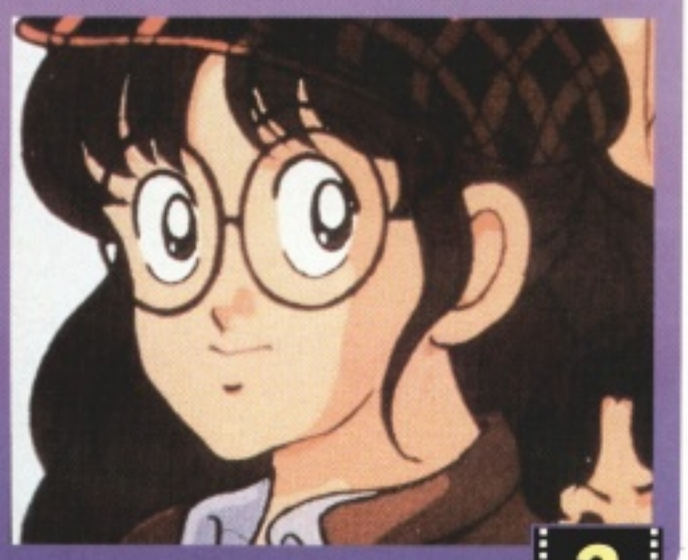
Slow Step is set in a high school softball club. And so, bizarrely, love quadrangles galore! It's strange, but although it would seem that the writer concerns himself with more smut than the writers of *Brookie* and *Baywatch* combined, *Slow Step 3* also has a sweet romantic conclusion.

So, without me giving away the intrigue and spoiling everything, let me explain... This episode focuses on the star of the softball team – Minatsu. Minatsu has so many lads fighting over her, she doesn't know where to turn. But, as she sits daydreaming in her bedroom, her subconscious makes itself known to her. Her two school chums Kadomatsu and Shu are merely boys – the man for her is... Uh oh. A shady figure appears in her dream – that of the perverted school teacher, Mr. Yamazakurai – a text-book case of lechery at its worst. How could this be? Politics aside, Mr. Yamazakurai the pervy protagonist steals the show for me with his unbelievable display of sexism, while sporting a permanent tab.

The humour is hardcore 'Carry On'. Mr Yamazakurai would surely be up in front of the School Board if we had to suffer his kind of behaviour in classrooms in Britain. A typical quote addressed to a passing student from him would be, "You're a B-cup, right?" and other such subtleties. Oh dear. Haven't they heard of sexual harassment in Japan? Obviously not, as Mr Yamazakurai's actions prove to all and sundry. As for the outcome, you'll have to wait until the credits roll to suffer the romanticised conclusion in all its cuteness.

The sub-plots are too convoluted and numerous to go into here, but great all the same. They've certainly packed loads into the episode. I enjoyed it, and, yes, this has left me wanting to watch more.

Alison Harper



3 out of 5

SPACE ADVENTURE COBRA

Manga Video

95 minutes (dubbed) RRP: £13.99

PG

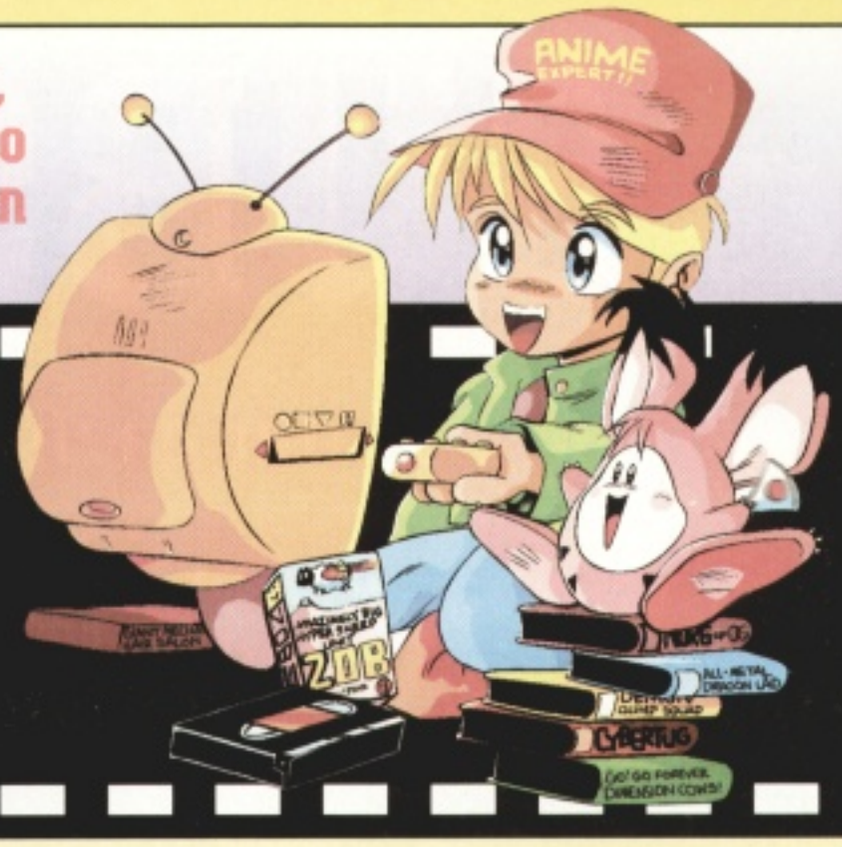
Anime cliches, you want anime cliches! Well, the opening minutes of *Space Adventure Cobra* has got more anime cliches per foot of film than anything I've yet seen. Take in liberal amounts: a beautiful female space bounty hunter (dressed in skin-tight leotard – natch), speed lines, and mix with slow-down at the crucial moment of a fight, and we haven't even reached the titles yet. *Cobra* hits the ground running and doesn't stop. Space pirates, slimy aliens, androids and spaceships, it's got the lot. Hey it could almost be Sta... OK, let's hold on there. I'm sorry, but for ages now I've been hearing how Buichi Terasawa's wise-cracking, space pirate in red, *Cobra* is an anime version of *Star Wars*. Well, I'm telling you now, that's rubbish. If you want Western equivalents then try a mish-mash of *Barbarella*, *Our Man Flint*, *Galaxina* and *Star Sluts in the Space Slammer*, for the universe *Cobra* inhabits is none other than the 1970s kitsch version of sci-fi. Only the spaceships come in regulation white, everything else is coloured like a lava-lamp (ask your parents). Ye-gads! Even the sideburns he sports put those on *The Young Doctors* to shame. I think you get my drift.

The story is negligible. But for those of you who can't live without knowing these things, *Cobra* is the most wanted man in the universe (being a space pirate does this to you). But he lets his libido get the better of him after meeting the gorgeous bounty hunter Jane Flower. Unfortunately Jane has aroused not only Cobra but also the wrath of the despicably evil (not to mention transparent) Lord Necron who as leader of the criminal organisation – the Galactic Guild is out for Jane's blood. And so it goes on, from planet to planet and battle to battle. But the whole thing is very well animated and stylishly directed by Osamu Dezaki who was also responsible for *Golgo 13* (also available from Manga). This is not a film to take seriously, it's a fun romp and even the soundtrack by Euro-disco-duo Yello only helps the flared-jeansyness of it all.

Wil Overton

3 out of 5

"Oi, Super Play," growled the wide-eyed 8 year old girl, who, before our very eyes, was rapidly transmuting into Crutorkorg the vile space ninja of a thousand lime green tentacles, "take these videos, and review them now!"



With no less than six releases this month Manga Video seem to be looking forward to a bumper anime summer.

But just how is the average fan supposed to keep up with all these tapes coming out? Do you think that there is just too much anime on our video shelves? As usual put your thoughts on paper and send them to:

SUPER PLAY
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USHIO AND TORA Vol 5 & 6

12

Western Connection

60 minutes each (subtitled) RRP: £12.99

In a nutshell, for the initiates? Boy meets 500-year-old tiger demon. Demon is pinned to a rock by the magical Spear of Beast. Boy releases demon in exchange for help against other malevolent spirits. Say hello to Ushio and Tora, the most argumentative man / beast double-act since Bob Carolgees and Spit the Dog. *(It was a puppet, you fool – Ed).*

Helen McCarthy ripely described the series as "Calvin and Hobbes on acid", and there's a valid parallel in the manner that Tora continues to prove his feral side (mostly to himself) by remaining ambiguous with plans to devour Ushio, his young human ward, at the first opportunity. Fortunately, Ushio's ability to wield the Spear keeps the stripy one at bay.

Mythical creatures particular to Japanese folklore are their perennial foes and Vol. 5 sees the wild pair take on a renegade sickle-weasel, a shape-changer with a living blade protruding from its fur. Opening with a crimson-stained supernatural massacre, that doesn't explain its 12 rating, the tension builds to a physical and moral confrontation between human and demonic factions. There's a weak environmental message as it's revealed that the sympathetic sickle-weasels, once merely mischievous, were driven from their forest home to make way for a brand new golf course. But the real focus is on Ushio and Tora as they become more and more attached to each other – just as we always knew they would.

Vol. 6 is a significant contrast, composed entirely of the U & T 'Comical Deformed Theatre' – a cute play for laughs using SD versions of all the characters. It's a rare consideration of the interests of true fans and we applaud Western Connection's decision.

Taken on their own, we wouldn't recommend these particular videos to newcomers. Devotees and collectors will want to possess the set, and ought to seek out the SD conclusion as a fascinating antidote, but they don't stand up well individually.

Zy Nicholson

3 out of 5

ORGUSS 02 Vol 2

12

Manga Video

60 minutes (dubbed) RRP: £11.99

This middle volume of the updated *Orguss* saga doesn't exactly scream along, but nevertheless manages to easily hold the attention. With some nicely realised (if a little stereotypical) characters and a story that manages to avoid becoming just another mecha bash-fest and instead concentrates on the effects of war on a more human scale.

The young hero – Lean, finds himself behind enemy lines when war is declared between the nations of Revillia and Zafrin, and it doesn't help any that he's got the mysterious blue-haired girl, who everyone seems to want, in tow.

Meanwhile, yet another Decimator has been discovered, and it's a biggie. Able to destroy whole towns with just a blast from its finger, nobody seems able to control it. Except maybe the girl? OK, so you just know that when she starts to sport long antennae and a natty line in psyonic attacks that she's the link with the big mecha.

Some lovely character designs and good animation help to make this far better than may appear at first. Definitely recommended if you're going to get all three volumes.

Wil Overton

4 out of 5

NEW DOMINION TANK POLICE – Act 8

PG

Manga Video

26 minutes (dubbed) RRP: £5.99

When a cab driver with a bad Dick Van Dyke accent proclaims it to be a "roight pea-sooper t'night guvnor" in Newport City, circa AD2100, you know he's not kidding. Go out without your mask and things'll soon look bleak in the pollution ridden atmosphere. Bad news for Leona then, when she discovers that her pride and joy of tankness – Bonaparte has been made off with. What she doesn't know is that this is no common or garden auto theft but a carefully planned tank abduction by none other than the Cat Sisters, on an errand to deliver a secret CD that's been planted in Leona's transport.

As usual it's only Leona's devotion to her beloved Bonaparte that really saves the day (well, sort of) and it's Leona's character that *Dominion* really concentrates on. For the amount of characters in *Tank Police*, the 26 minutes running time has trouble with any sort of character development on anyone other than Leona. But then this isn't meant to be a Bergman film (now there's an interesting anime concept) and Dominion delivers just what it sets out to.

Wil Overton

3 out of 5

Game on

With the anime version of *Fatal Fury* already available in the USA and *Street Fighter The Movie* not far behind, it would seem that game anime is in fashion at the moment. Even the Americans themselves have tried to produce a *Mortal Kombat* cartoon (although it sadly isn't the 'manga style' as we reported in last month's *MK3* feature, but rather more standard US fare) and Capcom's *Mega Man* (also US produced) is reportedly the No.1 kids cartoon in the States.

Back in Japan an OAV series of Nintendo's 24Mbit RPG strategy game *Firemblem* is on the starting blocks although the producers are apparently trying to distance themselves from the game, saying that the storyline is something more than the usual fantasy hack and slash. Not even having seen the game (hint, hint Nintendo) it would be foolish of us to comment.

VIDEO DIARY

JULY 1995

For anyone complaining that the UK doesn't get a wide range of anime subject matter, this month's releases should put them straight. From the parody comedy of *Project A-Ko 2* through the SD madness in *Ushio and Tora* CD, past the romantic *Goddess*, right up to the gritty drama of *Angel Cop* and *8 Man*, into the S&M world of Kekko Kamen and ending up with the babes in battlesuits of *Bubblegum Crisis*. Everything's here, providing your wallet can withstand the onslaught.

MANGA VIDEO
PROJECT A-KO 2
SPACE ADVENTURE COBRA
ANGEL COP – Part 3
NEW DOMINION TANK POLICE – Act 8
ORGUS 02 – Vol 2
LEGEND OF THE FOUR KINGS – 11 & 12

WESTERN CONNECTION
June releases
LOVE CITY (subtitled)
USHIO AND TORA – #6 COMEDY DEFORMED THEATRE – (subtitled)

EAST 2 WEST
8th MAN AFTER – Vol 3
THE ADVENTURES OF KEKKO KAMEN – Vol 3

ANIME PROJECTS
OH MY GODDESS! – Part 5
Oh For The Love Of Goddess (subtitled)
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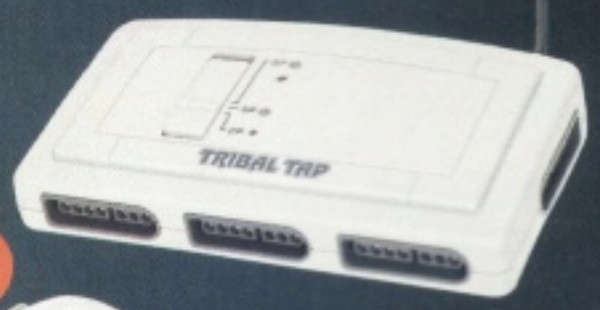

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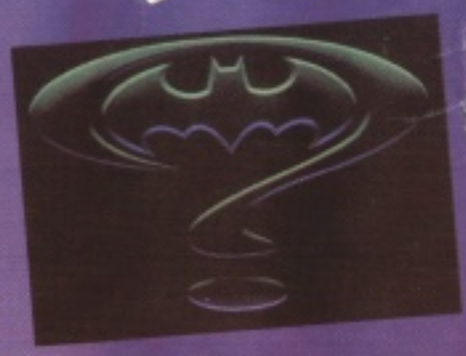

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THE SUPER QUIZ ANSWERS

Here are the answers to this month's Qs. Give yourself a hearty slap on the back if you got them right. Otherwise leave the room in shame, and go polish up on your gaming knowledge.

EASY
1 Mystic Quest.
2 Cinderella. Or rather Cinder. Sorry.
3 A third – 33.1% to be exact.

MEDIUM
1 Super Mario World.
2 The West brothers.
3 Beam Software.

HARD
1 Donkey Kong.
2 Super Mario World, Super Mario Kart, Yoshi's Island and Yoshi's Cookie.
3 Shigeru Miyamoto.

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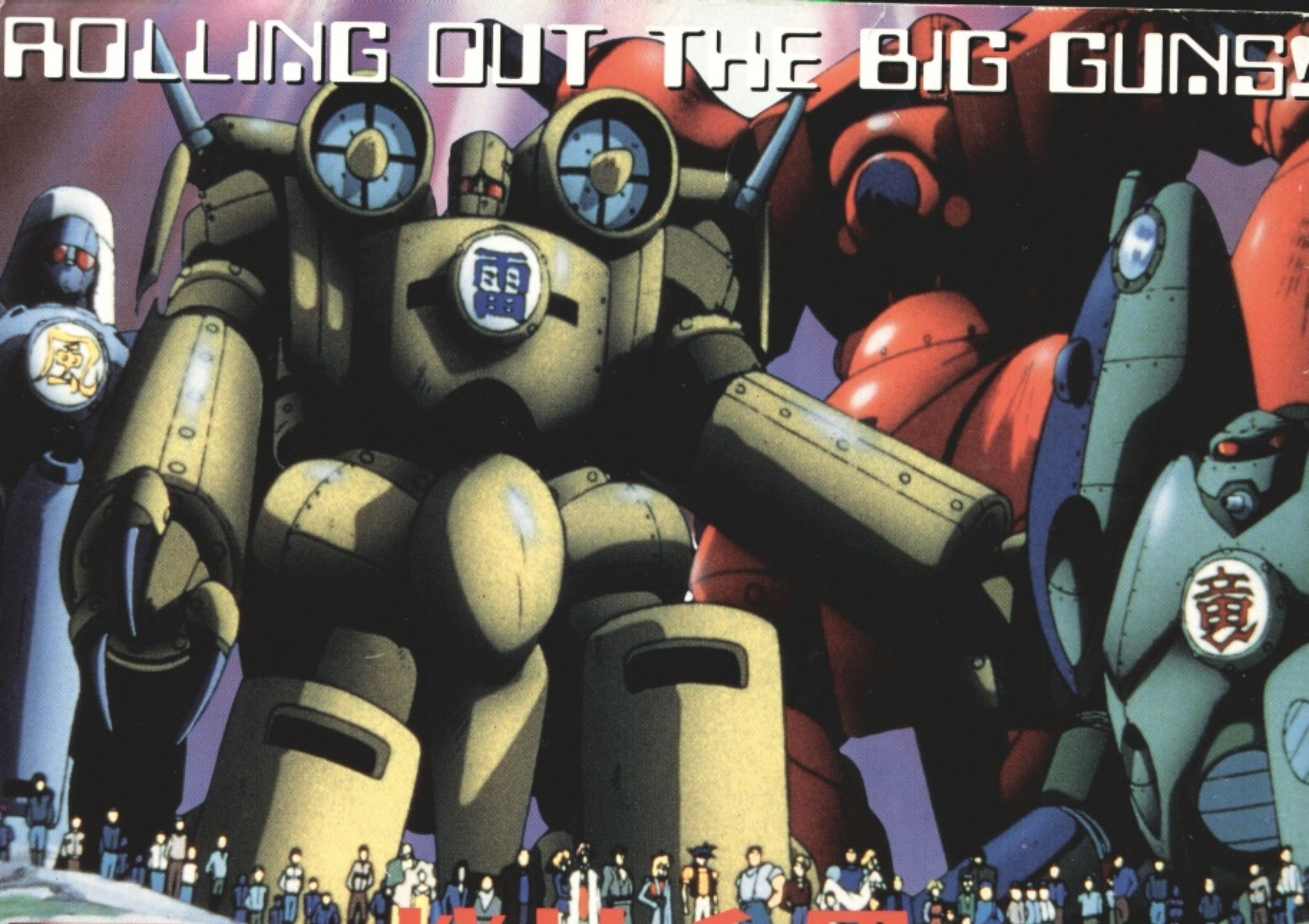

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